

W W W . P I G G Y B A C K . C O M

A high-contrast, black and white profile of a man with a beard and a red 'V' over his face. The man has dark hair and a beard, and the red 'V' is a large, stylized graphic element that covers the right side of his face and extends upwards. The background is dark and textured.

# METAL GEAR SOLID V THE PHANTOM PAIN

TACTICAL ESPIONAGE OPERATIONS

THE COMPLETE OFFICIAL GUIDE









# FOREWORD

「メタルギア」は今から28年前、MSX2というハードで産声を上げた。当時は前方から現れる敵をただひたすら反射神経で倒していく「シューティング・ゲーム」全盛の時代だった。そんな中、僕が創りたかったのは、敵地に「単身潜入する」という新しいコンセプトの頭を使った戦略アクションゲームだった。今でこそ、「メタルギア」は「ステルス・ゲーム」の祖として認知されている。しかし、最初に僕が目指したのはそこではない。当初の企画コンセプトでは「見つからないように進む」という部分をメインに置いていた訳ではないのだ。「単独で敵地に、如何に潜入し、任務を完了し、生還するか?」といった、まさに冒険小説のプロットをそのままゲームで体験したい。自分で戦略を立て、潜入ルート、潜入スタイル、脱出ルートまでを整えて自ら実行するという「潜入シミュレーター」がそもそもの狙いだった。とはいえ、当時のハードではその「自由な潜入」の再現は到底不可能だった。裏ロードどころか、MSX2では画面スクロールさえ出来なかった。そこで敵兵に視界を持たせ、プレイヤーを見つける(視界領域にプレイヤーが入ると)、攻撃してくるというシンプルなアルゴリズムに入れ替える手法をとった。「ステルス」ゲームが誕生した歴史的瞬間ではあるが、僕がやりたかったのはあくまでも「自由潜入」だったのだ。最初の「メタルギア」はその第一歩に過ぎなかった。「ステルス」という要素はあくまでも「潜入」の一要素でしかない。式で表すなら「自由潜入」が「ステルス」となる。その後、PS1で3Dポリゴン化された「MGS」は舞台が3D空間となり、音楽も音声も使えるようになり、リアルタイムに映画の演出ができるようになった。「MGS2」ではハードがPS2となり、雨や風などの環境をプラス。潜入の臨場感が格段に増した。「MGS3」では施設外であるジャングルから潜入プロセスを楽しめるようにサバイバルという要素も追加した。「MGS4」では動的に変化する戦場を経る潜入が可能になった。「MGSPW」ではマザーベースというバックアップ機能の成長要素も付加された。このようにこの28年間、テクノロジーや時代と共に進化してきた「MGS」ではあるが、どれもリニアなゲームであったことに違いはない。今回、オープンワールドを可能とする「FOXエンジン」を開発、ようやくリニアではない、28年前に本来やりたかった「自由潜入」を実現出来たのが、「MGSV」なのだ。自分でマップを睨みながら、どう動く手段で、どんなルートで潜入するか? 時間帯は? 装備は? ミッションの完遂方法は? 目的達成後はどうやってホットゾーンを離脱するのか? そして、自分の基地をどう運営するのか? これら冒険小説や冒険アクション映画での要素と醍醐味が全て網羅されている。まさに「MGSV」は「メタルギア」が始めた「潜入ゲーム」の集大成であるといえる。

また「メタルギア」はストーリーとテーマを語る初めてのリニアなアクションゲームとしても知られている。そのスタイルはシリーズを通して貫いてきた。だが本作は「自由潜入」であるため、ミッション中のカットシーンはなるべく抑える形(カットシーンの全尺はいつもと変わらず多いので心配ご無用)で、新しいストーリーテリングに挑戦している。「自由度」が高いアクションを能動的にプレイしながらも、数々のミッションを完遂していく中で、物語が進行するというもの。これまでの「メタルギア」が映画であったとするなら、本作はTVシリーズに近い印象を受けるだろう。

28年を経て「自由潜入」の完成系、リニアではない「自由潜入」と、その中で、新たなストーリーテリングを完成させることが出来た。想像に難くないと思うが、本作の深さと複雑さを完全に理解するには全てを網羅するガイドが必要となるだろう。皆が手にしているこの攻略本は、私の友である、Piggybackと、MGSVの開発チームによる数カ月にもわたる愛と努力の結晶だ。是非、堪能して貰いたい。

小島秀夫  
Metal Gear Solid V 監督



*Metal Gear* made its first appearance on the MSX2 hardware 28 years ago. That was the era of the “shoot ‘em up”, a genre in which you defeat endless waves of enemies through sharp eye-to-hand reflexes. What I wanted to create at that time, though, was not a “shoot ‘em up” but a new type of intelligent, strategic action game, one in which you would sneak into enemy territory alone.

Nowadays, *Metal Gear* is known as the forerunner to the “stealth” genre. But my original goal was somewhat different. The primary concept was not only to progress in the game undetected; my goal was to design an “infiltration simulator”, in which you penetrate enemy territory alone, constantly having to figure out how to complete your mission and survive – an experience further enhanced by the presence of a plot similar to those of adventure novels.

The problem was that creating a game where each player could freely infiltrate enemy bases was impossible with the technology and hardware available at the time. There was no background loading, and even scrolling the screen was not possible on the MSX2. I therefore introduced the concept of “field of vision” to the game system – a simple algorithm that led enemies to attack as soon as they detect the player. This was a historical moment and the birth of the “stealth” genre.

What I really wanted to accomplish, however, was to offer the player the possibility of “free infiltration”. Stealth is only one aspect of infiltration. In mathematical terms, this might be expressed by the formula: “free infiltration  $\supset$  stealth”. From that perspective, the original *Metal Gear* was simply the first step in a much longer process.

Later, the polygon-based *Metal Gear Solid* on PS1 was the first of the series to offer three-dimensional environments, with a musical score and voice-over. This made it possible to introduce real-time cinematics. *Metal Gear Solid 2* was released on PS2 with effects such as rain and wind, further fleshing out the environments required to enable proper infiltration. In *Metal Gear Solid 3*, the survival aspect was added to the formula, allowing the player to infiltrate different types of terrain, from jungles to buildings. *Metal Gear Solid 4* pushed the boundaries further by applying real-time changes to the battlefield. With *Metal Gear Solid: Peace Walker* we introduced the Mother Base, where you manage your own logistical support.

Throughout these 28 years the series has evolved as new technology has become available, although to date all previous games were linear. And so we developed the FOX Engine for *Metal Gear Solid V*, which made it possible to create an open world. Finally, I could revisit my original concept of “free infiltration” from all those years ago.

The result is a game where you look at your map and wonder: “Which route should I take? How do I reach my objective? At what time of the day? With what equipment? How do I complete this mission? How do I leave the hot zone once I’m done? And how do I run my own base?” *Metal Gear Solid V* is the culmination of all those “infiltration games” that started with the first in the series.

*Metal Gear* is also credited as one of the first linear action games with an extensive story and exploration of themes, and this has remained a big part of the entire series. But as *Metal Gear Solid V* is a “free infiltration” game, the number of cutscenes in missions has been reduced. Rest assured that the total story length is as before; I simply introduced a new narrative style. In this game, you play with a high degree of flexibility, and the story progresses incrementally as you complete missions. If previous installments were each a movie, *Metal Gear Solid V* is an episodic TV series.

It has taken me 28 years to perfect the formula of combining non-linear infiltration with adventure novel storytelling, and the result is *MGSV*, a game with unprecedented freedom of action and a new narrative approach. As you can imagine, the astonishing depth and complexity of the full experience begs for an extensive guide. The book you hold in your hands is the result of many months of love and labor from our great friends at Piggyback and our team. Enjoy!

Hideo Kojima  
Director, Metal Gear Solid V

2015/10/25  
H. KOJIMA



# [!] CONTENTS



This chapter is designed to help you develop a good level of proficiency with the core systems encountered during the first dozen or so hours of play; it offers concise and accessible introductions to the features that matter most.



A visual guide to completing all main missions, both on your first attempt and on replays. This chapter has large annotated maps, which highlight essential points of interest and tactical opportunities.



Guidance for all side ops, featuring annotated screenshots and practical advice.

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Detailed coverage of all aspects of Mother Base – both the physical facilities that you can visit at any time, and the virtual space that hosts *MGSV*'s endlessly rich management metagame.

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A comprehensive reference chapter that studies the many concepts that lie beneath the surface of the game, from detailed enemy analysis to systems and mechanics that are entirely hidden.

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In this **spoiler-heavy** chapter, we offer a list of secrets, Easter eggs and fun facts, as well as an extensive analysis of the entire *Metal Gear* series to date.

## UPDATE NOTICE

We have taken every step to ensure that the contents of this guide are correct at time of press. However, subsequent updates to *Metal Gear Solid V* may contain adjustments, gameplay balancing and even feature additions that cannot be anticipated at time of writing.

## QUICKSTART

You will find a brief "Quickstart" section overleaf. This explains how you can use the guide in an optimal way.



# [!] QUICKSTART

*Metal Gear Solid V* is a nonlinear adventure in which the stealth action that defines the series has been transplanted into giant, multifaceted sandbox environments. Trust us when we say that this game is astonishingly vast. Its main storyline alone may take over 40 hours to complete; in addition, there are countless side ops, the engrossing Mother Base management metagame, and a great many other optional tasks and activities to discover and enjoy.

If you have never played a similarly open-ended game before, or if you have only played episodes of the series that were more straightforward, you might find the amount of freedom that *Metal Gear Solid V* offers a little daunting. This is why we have prepared a chapter specifically to help you get to grips with the pacing of the game and its various systems: the **Primer**, which begins overleaf.

We do recommend that you take the time to read the **Primer** chapter, irrespective of whether you are a newcomer to the series or an expert *Metal Gear* player. You can then advance through the guide, as illustrated by the accompanying diagram. Use this to identify which chapters of the book will be most relevant to you at the various stages of your progress through the game.

## ! DYNAMIC DIFFICULTY

*Metal Gear Solid V* employs a dynamic difficulty system, where your individual actions and play style can lead to subtle but functionally significant changes in the challenges you face. Favor headshots, and enemies will more regularly wear helmets; infiltrate via undefended routes whenever possible, and guards may lay minefields at critical points on base perimeters. Use of gas and smoke begets the provisioning of gas masks; twilight incursions will cause commanders to equip sentries with night-vision goggles; lethal force could lead you to encounter foes clad in body armor. In short, the A.I. opponents that you face continually adapt and evolve in response to your actions.

This feature has influenced the format of our Walkthrough chapter. While we still provide many of the staples of a conventional walkthrough, we eschew a proscriptive “go there, do that” approach in favor of flexible map-based observations and strategies. On your first journey through a mission, we offer the tools you’ll need to follow the story and complete feasible objectives without too much difficulty. Later, you can return to the same pages for assistance with securing a high grade, and to complete optional Mission Tasks that might have been too hard (or even impossible) during your earlier attempt. We do not provide micromanaged step-by-step solutions for the simple reason that we cannot: *MGSV*’s adaptive difficulty features and endlessly variable A.I. behavior makes it an impossible task. What we can and *do* offer, though, is all the intel and analysis you need to make your own informed decisions.

## ! SEARCH & NAVIGATION TOOLS

### Index

If you are keen to play with a minimum of assistance, you can use our comprehensive Index at the back of this book to jump to a topic of interest whenever you need a hint or specific piece of information.

### Vertical Tab

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the major sections of the chapter you are reading. You can also use the Contents section at the start of the guide to find your topics of interest.

## EXTRAS CHAPTER

PAGE 322

A spoiler-heavy chapter that offers a list of secrets, Easter eggs and fun facts, as well as an extensive analysis of the entire *Metal Gear* series to date.

## 6

## WALKTHROUGH CHAPTER

PAGE 46

Armed with your new knowledge and experience, you can return to these pages for assistance in securing high scores and completing all remaining Mission Tasks.

# GUIDE



■ QUICKSTART

□ PRIMER

□ WALKTHROUGH

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□ EXTRAS

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# 1

## PRIMER CHAPTER

### PAGE 8

Approachable "lessons" that cover pillar gameplay elements to help you acquire a solid competence with systems encountered early in the game – an essential read for all players, even those who have mastered previous episodes.

# 2

## WALKTHROUGH CHAPTER

### PAGE 46

Designed to guide you in your first playthrough, with large annotated maps highlighting essential points of interest and tactical opportunities.

# 3

## SIDE OPS CHAPTER

### PAGE 202

Guidance for all side ops, offering annotated screenshots and practical advice to enable you to complete them without difficulty.

## MOTHER BASE CHAPTER

### PAGE 244

Studies all aspects of Mother Base in great detail – both the physical facilities that you can visit at any time, and the virtual space that hosts *MGSV*'s rewarding management metagame.

# 4

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## REFERENCE & ANALYSIS CHAPTER

### PAGE 286

The game's most complex systems disassembled and clearly explained, enabling you to better understand everything that happens while you are deployed in the field.

GAME

Prologue and opening hours of the game

Complete main missions

Complete side ops

Make progress in the Mother Base metagame

Improve your performance

Replay main missions

Uncover the game's secrets







- ☐ QUICKSTART
- ☒ PRIMER
- ☐ WALKTHROUGH
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LOGS

# PRIMER

Once you progress beyond the scene-setting, breathless action of its prologue, which also acts as a tutorial for primary functions and controls, **Metal Gear Solid V** opens up in a spectacular fashion, offering an unprecedented level of freedom. You are given license not only to roam at will and act on whim whenever you encounter something of interest, but also to complete missions in the order (and, more importantly, manner) that you see fit.

With a wealth of new systems, management features and customization options introduced at regular intervals, the richness and density of the full **MGSV** experience is astonishing – potentially overwhelming, even, unless you acquire good habits and learn how to use the many abilities at your disposal from an early stage.

This chapter is designed to help readers acquire a solid competence with the core systems encountered during the first dozen or so hours of play, offering concise and accessible introductions to the features that matter most – and many of those that are less critical, but are fun to experiment with. Separated into approachable “lessons” that cover pillar gameplay elements, you are free to dip into the chapter on demand, as circumstances lead you to reach for this guide. If you really want the best possible start, though, you can instead read it in its entirety to gain every possible advantage during the early missions.



# [!] BASICS: COMMANDS

The following tables describe all commands as performed with the game's default "Action Type" settings active. You can change this if you wish by visiting the Options menu: Options → Select Control Type → Control Settings.

Throughout this guide, we use the same button icons as those employed in the game. To avoid confusion and convoluted lists of buttons and keys, we reference console button commands only. If you are playing on PC and you don't already own one, we can't understate the difference that a good twin-stick pad will make, enabling you to play *Metal Gear Solid V* as its creators intended. PlayStation 4, Xbox One or Xbox 360 controllers are all excellent choices. Note that the shoulder buttons are inverted by default on PlayStation 3 controllers compared to PlayStation 4 controllers. **(L2)** and **(R2)** on PlayStation 4 controllers correspond to **(L1)** and **(R1)** respectively on PlayStation 3 controllers. We prioritize PlayStation 4 button icons throughout this guide, so keep this in mind if you play on PlayStation 3.

## Default Key Commands

PS4/PS3	XBOX ONE/ XBOX 360	GAMEPLAY	MENUS
		<ul style="list-style-type: none"> <li>Move Big Boss (press lightly for a slower, quieter pace, firmly for maximum but noisier speed)</li> </ul>	<ul style="list-style-type: none"> <li>Navigate through menus and iDroid map</li> </ul>
		<ul style="list-style-type: none"> <li>Camera control</li> <li>Aim weapon</li> <li>Select gear (when changing currently equipped weapon or item)</li> <li>Select option (for Buddy commands and interactions, or when interrogating a restrained or compliant opponent)</li> </ul>	<ul style="list-style-type: none"> <li>While on the iDroid, you can use this stick to look around in first-person view without closing the interface – useful if there is a danger that an adversary might discover you</li> </ul>
		<ul style="list-style-type: none"> <li>Tap to equip Primary Weapon; press again to cycle between the two available options</li> <li>Hold to see available Primary Weapons (and equip one with <b>(R3)</b>)</li> <li>Change zoom level while looking through the binoculars</li> </ul>	<ul style="list-style-type: none"> <li>Navigate through menus</li> </ul>
		<ul style="list-style-type: none"> <li>Tap to equip Secondary Weapon; tap again to cycle through the two choices</li> <li>Hold to see available Secondary Weapons (and equip one with <b>(R3)</b>)</li> <li>Change zoom level while looking through the binoculars</li> </ul>	
		<ul style="list-style-type: none"> <li>Tap to equip the current selected Item</li> <li>Hold to see all available Items (and equip one with <b>(R3)</b>)</li> </ul>	<ul style="list-style-type: none"> <li>Navigate through menus</li> <li>Change view or map orientation on iDroid map</li> </ul>
		<ul style="list-style-type: none"> <li>Tap to equip Support Weapon</li> <li>Hold to see all available Support Weapons (and equip one with <b>(R3)</b>)</li> <li>Activate flashlight (while aiming weapon)</li> </ul>	
		<ul style="list-style-type: none"> <li>Change Stance (tap to crouch or stand back up from crouched position, hold to crawl or to stand back up from prone position)</li> </ul>	<ul style="list-style-type: none"> <li>Confirm selection</li> <li>Place/Remove marker on iDroid map</li> </ul>
		<ul style="list-style-type: none"> <li>Reload weapon (tap)</li> <li>Pick up weapon or body/person (hold)</li> <li>Place carried body/person on ground (hold)</li> </ul>	<ul style="list-style-type: none"> <li>Go back</li> </ul>
		<ul style="list-style-type: none"> <li>Quick dive</li> <li>Change between Primary and Secondary Weapon (while aiming)</li> <li>Attach/Detach weapon suppressor in equipment menus</li> </ul>	-
		<ul style="list-style-type: none"> <li>Context-sensitive actions</li> <li>Extract target with the Fulton Recovery Device (hold)</li> <li>Play dead/Stealth Mode (while prone)</li> <li>Attach/Detach weapon flashlight in equipment menus</li> </ul>	<ul style="list-style-type: none"> <li>Toggle Map/Nav mode on iDroid map</li> </ul>
<b>(L1)</b> (PS4) <b>(L2)</b> (PS3)		<ul style="list-style-type: none"> <li>Hold to interact with Buddy or knock to lure enemy (select with <b>(R3)</b>, confirm with <b>(R3)</b>/<b>(LT)</b>)</li> <li>Interrogate (while restraining or holding up a soldier)</li> <li>Activate intel radio (also available while using binoculars and focusing on specific points of interest)</li> </ul>	<ul style="list-style-type: none"> <li>Change tab on iDroid menus</li> </ul>
<b>(L2)</b> (PS4) <b>(L1)</b> (PS3)		<ul style="list-style-type: none"> <li>Aim weapon</li> <li>Place/Remove marker and request tactical support while using binoculars</li> </ul>	<ul style="list-style-type: none"> <li>Zoom in on iDroid map</li> </ul>
<b>(R1)</b> (PS4) <b>(R2)</b> (PS3)		<ul style="list-style-type: none"> <li>Hold to use binoculars</li> <li>While aiming weapon: press to switch in and out of first-person view and look through weapon scopes</li> </ul>	<ul style="list-style-type: none"> <li>Change tab on iDroid menus</li> </ul>
<b>(R2)</b> (PS4) <b>(R1)</b> (PS3)		<ul style="list-style-type: none"> <li>Fire weapon (while aiming)</li> <li>CQC (tap to punch; hold to grab enemy)</li> <li>Throw carried body</li> </ul>	<ul style="list-style-type: none"> <li>Zoom out on iDroid map</li> </ul>
<b>(L3)</b>		<ul style="list-style-type: none"> <li>Sprint (tap while moving with <b>(L3)</b>)</li> </ul>	<ul style="list-style-type: none"> <li>Center iDroid map on Big Boss</li> </ul>
<b>(R3)</b>		<ul style="list-style-type: none"> <li>Quickly cycle through zoom levels while looking through binoculars or scopes</li> <li>Toggle shoulder view</li> <li>Hold to zoom in while in third-person view</li> </ul>	<ul style="list-style-type: none"> <li>Adjust zoom level on iDroid map</li> </ul>
		<ul style="list-style-type: none"> <li>Display Pause menu</li> </ul>	<ul style="list-style-type: none"> <li>Resume gameplay (while in Pause menu)</li> <li>Display Help in iDroid menus</li> </ul>
		<ul style="list-style-type: none"> <li>Display iDroid menu</li> </ul>	<ul style="list-style-type: none"> <li>Resume gameplay (while in iDroid menu)</li> </ul>

## D-Horse and Vehicle Controls

PS4/PS3	XBOX ONE/ XBOX 360	D-HORSE	VEHICLES	PS4/PS3	XBOX ONE/ XBOX 360	D-HORSE	VEHICLES
		Move D-Horse	Steer vehicle			Gallop at full speed	-
		Camera control	Camera control/Aim vehicle-mounted gun (if available)			Mount/Dismount D-Horse	Enter/Exit vehicle
		-	Select primary vehicle-mounted gun (if available)	<b>(L1)</b> (PS4) <b>(L2)</b> (PS3)		Hold to interact with D-Horse (select option with <b>(R3)</b> )	Fire vehicle-mounted gun (if available)
		-	Select secondary vehicle-mounted gun (if available)	<b>(L2)</b> (PS4) <b>(L1)</b> (PS3)		-	Brake/Reverse
		-	Turn headlights on/off	<b>(R1)</b> (PS4) <b>(R2)</b> (PS3)		-	Change view
		Hide/Return upright	Hide/Return upright	<b>(R2)</b> (PS4) <b>(R1)</b> (PS3)		-	Accelerate
		Dash	-	<b>(R3)</b>		Change hiding position	-



# Moves List

	MOVE	BUTTON COMMAND	NOTES
MOVEMENT	Walk/run/sneak/crawl	<b>L</b>	Tilt slightly to creep (quiet), more firmly to move faster (noisy).
	Sprint	<b>L3</b> / <b>RT</b>	While moving, press <b>L3</b> / <b>RT</b> once to break into a sprint. You can interrupt a sprint by releasing the stick, changing stance, or performing a quick dive.
	Change stance	<b>X</b> / <b>A</b>	From a standing position, tap once to crouch or hold to lie down. While crouching, tap once to stand or hold to lie down. While prone, tap once to crouch, hold to stand up.
	Roll	<b>L2</b> / <b>LT</b> (hold) + <b>L3</b> / <b>RT</b> (hold) + <b>L</b>	While prone and aiming, hold <b>L3</b> / <b>RT</b> and tilt <b>L</b> left or right to roll sideways.
	Quick dive	<b>C</b> / <b>X</b>	Dive forward, which can be used to escape the gaze of suspicious enemies (immediately placing you in a less visible prone position) or to quickly move behind cover.
	Climb	<b>A</b> / <b>Y</b>	Tap to climb or vault over appropriate objects (walls, fences, ladders) when the onscreen prompt appears.
	Move camera	<b>R</b>	Moving the camera around freely is very useful to observe the environment.
	Context-sensitive actions	<b>C</b> / <b>B</b> (hold)	When in close proximity to multiple interactive objects (weapons and bodies to pick up, for instance), adjust the camera until the icon corresponding to the action you require is displayed.
STEALTH	Use binoculars	<b>R1</b> / <b>RB</b> (hold)	While looking through the binoculars, look around with <b>RT</b> or <b>LT</b> to change the zoom level. Activate intel radio with <b>L1</b> / <b>LB</b> when looking at points of interest. Use <b>L2</b> / <b>LT</b> to place and remove geographical markers and request tactical support.
	Mark enemies and objects	<b>R3</b> / <b>RT</b>	While looking through the binoculars, you can mark a target by focusing on it for a second or two (zooming in if required); you can also mark it simply by keeping it at the center of the screen at close range.
	Play dead/Stealth Mode	<b>A</b> / <b>Y</b>	While prone and not moving, this makes it even harder for enemies to identify Big Boss.
	Press against surface/ Take cover	<b>L</b>	Face a surface and tilt <b>L</b> in its direction to press against it and take cover.
	Jump-out shot	<b>L2</b> / <b>LT</b> (hold) + <b>R2</b> / <b>RL</b>	While pressed against a surface, use the standard command to jump out and shoot as required. Release the buttons to switch back to cover.
	Pick up/drop body	<b>C</b> / <b>B</b> (hold)	While standing close to a body, hold this button to pick it up. This is used to remove a body from the view of potential patrols, or to move a person to a specific location. While carrying, hold the button again to place them on the ground.
	Throw body	<b>R2</b> / <b>RL</b>	While carrying a body, press <b>R2</b> / <b>RL</b> to throw it forward.
	Use support weapon	<b>L2</b> / <b>LT</b> (hold) + <b>R2</b> / <b>RL</b>	The commands are broadly the same as for shooting.
ADVANCED TRAVERSAL	Knock to lure enemies	<b>L1</b> / <b>LB</b> (hold) + <b>R</b> + <b>R3</b> / <b>RT</b>	If you hold <b>L1</b> / <b>LB</b> , you can activate the Knock function to lure nearby soldiers to your current position.
	Use Fulton Recovery Device	<b>A</b> / <b>Y</b> (hold)	Standing next to an extractable target (such as a tranquilized soldier), hold the button to send the individual or object back to Mother Base with a Fulton balloon; note the percentage that indicates the likelihood of success. Heavy items such as vehicles can only be extracted after developing the necessary Fulton upgrades. Also note that balloons can alert nearby guards. When more than one extraction target is found in close proximity, hold the button as you move around to automatically Fulton them one after the other.
	Jump	<b>L</b> + <b>A</b> / <b>Y</b>	Only possible when the context-sensitive icon appears onscreen. Used to hop between adjacent surfaces separated by a manageable gap.
	Grip edges	<b>A</b> / <b>Y</b>	Tap when close to gaps or ledges when the appropriate icon appears to hang over the edge.
	Shimmy	<b>L</b>	While hanging, you can shimmy left or right.
	Drop down	<b>X</b> / <b>A</b>	While hanging, tap to drop down from a ledge.
	Grab ledges	<b>A</b> / <b>Y</b>	While falling, tap to grab ledges or ladders within grasp.
	Climb up	<b>A</b> / <b>Y</b>	While hanging, tap to climb back up.
COMBAT	Aim weapon	<b>L2</b> / <b>LT</b> (hold)	Once in aiming stance, you can adjust the crosshair with <b>R</b> and move around as usual with <b>L</b> . This also applies to thrown items such as magazines and grenades.
	Toggle aim mode	<b>R1</b> / <b>RB</b>	While aiming a weapon, tap to switch in and out of first-person view. Also used to switch to a weapon's scope view, if applicable.
	Fire/Throw projectile	<b>R2</b> / <b>RL</b>	While aiming a weapon or projectile, press to use it.
	Flashlight	<b>+</b>	While aiming a weapon mounted with a flashlight ( <b>L2</b> / <b>LT</b> held), press <b>+</b> to turn it on or off. Flashlights can blind enemies, but they also make you more visible.
	Shoulder view	<b>R3</b> / <b>RT</b>	While aiming a weapon, press <b>R3</b> / <b>RT</b> to move the camera position to the opposite shoulder.
	Change magnification	<b>R3</b> / <b>RT</b>	While wielding a weapon with a scope via the first-person view, press <b>R3</b> / <b>RT</b> to change the magnification level.
	Reload weapon	<b>C</b> / <b>B</b>	Tap to reload manually. You will also reload automatically whenever you empty a clip.
	Stun	<b>L</b> + <b>R2</b> / <b>RL</b>	Move towards an opponent and tap <b>R2</b> / <b>RL</b> to throw them to the ground or against a wall and stun them.
CLOSE QUARTERS COMBAT	Punch	<b>R2</b> / <b>RL</b> (repeatedly)	While close to an enemy, press <b>R2</b> / <b>RL</b> repeatedly to perform a combo and stun them.
	Hold up	<b>L2</b> / <b>LT</b>	Aim your weapon at a soldier's back while in close proximity to hold them up. Once they have raised their hands, you can stop aiming at them.
	Restrain	<b>R2</b> / <b>RL</b> (hold)	Grab and restrain an opponent at very close range by holding <b>R2</b> / <b>RL</b> . You can then move around as required with the button held, albeit at a much slower pace, and even use your victim as a human shield in combat.
	Interrogate	<b>L1</b> / <b>LB</b> (hold)	While holding up or restraining an opponent, hold <b>L1</b> / <b>LB</b> then select an option (left side of screen) with <b>R</b> and <b>R3</b> / <b>RT</b> .
	Choke	<b>R2</b> / <b>RL</b> (repeatedly)	While restraining an opponent, rapidly tap <b>R2</b> / <b>RL</b> repeatedly to choke your victim and stun them.
	Slit throat	<b>A</b> / <b>Y</b>	While restraining an opponent, press <b>A</b> / <b>Y</b> to slit their throat.
	Collect items/equipment	<b>C</b> / <b>B</b> (hold)	Hold the button to pick up a collectible. You will automatically pick up ammo for weapons in your inventory whenever you move close to a supply of the appropriate variety (such as a weapon dropped by an enemy, or an ammo box).
	Quick change	<b>+</b>	Quickly equip items and weapons by tapping <b>+</b> in the corresponding direction. <b>+</b> corresponds to Primary Weapons, <b>+</b> to Secondary Weapons, <b>+</b> to Support Weapons, and <b>+</b> to Items. Tapping multiple times in a direction will make you cycle through all available items in that category, or equip/unequip if you have only one.
EQUIPMENT & BUDDIES	Manual change	<b>+</b> (hold)	Hold <b>+</b> in any of the four main compass directions to see all available items in the corresponding equipment category (see previous entry) and select one with <b>R</b> . For applicable Primary and Secondary Weapons, you can attach/detach suppressors and flashlights by pressing <b>C</b> / <b>X</b> and <b>A</b> / <b>Y</b> respectively.
	Interact with Buddy	<b>L1</b> / <b>LB</b> (hold)	Hold the button to see a list of possible interactions with your current Buddy. Select one by pressing <b>R</b> in the required direction, then press <b>R3</b> / <b>RT</b> .
	Supply drop	iDroid	From the Missions tab of your iDroid, you can order supply drops to refill your stocks of ammo and suppressors, or change your current equipment while in the field. This is an essential function: neglect it at your peril.

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COMMANDS



# [!] BASICS: ONSCREEN DISPLAY

The following annotated screenshots show typical gameplay screens.



**1 Health Display:** Whenever Big Boss is hurt, blood stains and distortion mark the outer edges of the screen. These visual indicators grow in size and are accompanied by a palette shift towards red as you sustain further injuries. Taking one too many hits will cause Big Boss to die, necessitating a return to the last recorded checkpoint. If you find cover and remain still without taking further damage, though, the marks will slowly recede in accordance with Big Boss's recovery. Severe injuries sometimes require you to perform emergency medical procedures by pressing **(A)/(Y)** when the prompt appears at the bottom of the screen.

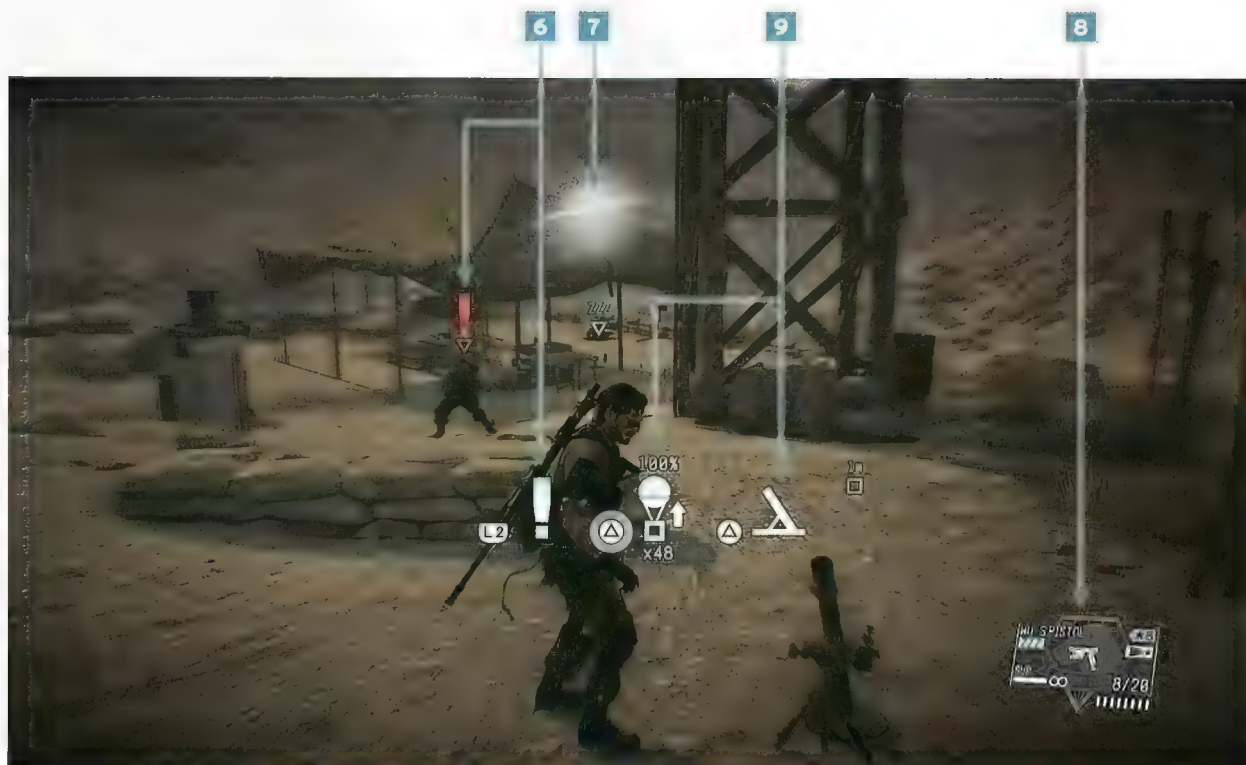
**2 Crosshair:** When you aim your weapon by holding **(L2)/(LT)**, a white crosshair appears. The inner portion of the crosshairs represents the weapon's spread – in other words, the area where bullets can potentially be fired when you pull the trigger. The spread is limited if you stand still, leading to heightened accuracy, but it expands while you are on the move, as depicted by the increase in the size of the crosshairs.

**3 Marked Target:** Enemies that you identify with your binoculars are marked with a red triangle. In the event that a hostile catches a glimpse of Big Boss and moves to investigate, their triangle will blink until they return to their position or patrol. This system has multiple benefits, as you can continue to monitor marked enemies even through walls, both via the icon above their head and the intermittently refreshed outline of their bodies. All targets remain marked even if you die and restart from a checkpoint, so thoroughly cataloging all enemies in any area that you infiltrate is generally of paramount importance. Prisoners that you have to extract are also marked with a triangle icon, but these are green instead of red, making them easy to distinguish. Mission objectives that you mark are highlighted with a yellow circle.

**4 Object Marker:** White icons are used to represent extractable items such as vehicles or turrets. These appear when you are in their immediate vicinity, or if you identify them from afar with your binoculars.

**5 Boss Health Display:** Boss enemies have two bars above their heads. The red one corresponds to their health, and is depleted by lethal weapons (represented with a red icon: **DMG**). The blue one corresponds to their stamina, and is depleted by non-lethal weapons (represented with a blue icon: **ZZZ & STN**). You must fully deplete either gauge to defeat these opponents.





**6 Alert Icon:** Whenever an enemy has identified you, an exclamation mark appears on the screen and time slows down for a few seconds, providing a chance to silence the guard in question before they can open fire or raise the alarm. This is called Reflex Mode. Try to make this window of opportunity count by holding **L2/T** and aligning a clean headshot, or by stunning the hostile with CQC (close quarters combat) moves if you have time to close the gap.

**7 Suspicion Indicator:** Outside of active combat, a distinctive white circular arc appears whenever an enemy hears or catches a glimpse of Big Boss, but has yet to identify him as an intruder. Whenever this happens, your immediate reaction should usually be to move calmly out of your opponent's field of vision, often crouching or crawling to reduce the possibility of detection. The white arc remains visible while the enemy still has you in sight, or until their concerns are assuaged by a long, hard look, or after walking over to investigate. The most intense section of the arc indicates the position of a hostile in relation to Big Boss. If it's at the top, the suspicious enemy is in front of him. If it's at the bottom, they are behind him, and so forth. It's a simple and intuitive system that you'll grasp very quickly. A similar display format is used to show where incoming projectiles are arriving from when you are under fire, except that the arcs are red instead of white.

**8 Weapon/Item Window:** Shows the currently selected weapon or item. Quickly equip one by tapping **+** in the corresponding direction, or hold **+** in any direction to see all available items of that category (and select one with **R**). **+** corresponds to Primary Weapons, **+** to Secondary Weapons, **+** to Support Weapons, and **+** to Items.

**9 Context-Sensitive Action:** Whenever you can perform a context-sensitive action, a corresponding icon will appear on the screen. This could be a fence that you can vault, a body you can pick up, a ladder that you can climb, an individual that you can Fulton extract, a turret that you can man, and so forth. Press or hold the displayed button to perform the illustrated action.



# [!] LESSON #01: GAME STRUCTURE

Unlike most of its predecessors, *Metal Gear Solid V* is a nonlinear adventure in which the stealth action that defines the series has been transplanted into giant, multifaceted sandbox environments. The *Metal Gear* games have always tacitly encouraged (and often rewarded) experimentation and “gaming” of their systems, with an onus on repeat play and perfecting tricks and techniques, but the depth, variety and level of freedom offered by this latest and greatest installment is truly astonishing. This statement is not lazy hyperbole: the authors of this guide, with thousands of hours of cumulative play time, would assert that it’s a simple fact.

It is also a game that reveals its layers gradually, ever evolving as your understanding grows. Every time that you suspect that you have a command of what it does and how to beat it, something new arrives. This continues for dozens of hours. It’s daunting, it’s exhilarating, it’s endlessly fun.

We would suggest that players of all ability levels approach *MGSV* with the following five simple guidelines in mind:

1. You will not completely master missions on your first attempt, or probably on your second or third, so don’t even try. This doesn’t mean that you won’t be amply rewarded for whatever measure of success you attain. Later, *much* later, you can return, replay and truly ace each challenge in turn, but this is something that you earn with hours upon hours of absorbing experience, advancement and experimentation.
2. *There is no wrong way to play.* Stealth, speed and efficiency are good. Stealth, speed and efficiency are best. But cutting loose with heavy weapons, gadgets and creatively explosive mayhem can be enjoyable, cathartic and instructive.
3. On your first playthrough, trust your whims. Be creative. When things go awry, don’t return to the most recent checkpoint: just *roll with it*. This is a game where tribulations can be just as spectacular and satisfying as the triumphs.
4. “If it makes sense, try it – it’s probably possible” is a mantra that defines everything that makes *MGSV* great. This guide will be with you every step of the way when you need advice, useful tips or exhaustive analysis of underlying systems. But don’t ever be reticent to try something unusual – and then celebrate, self-commiserate or even laugh uproariously at the results.
5. Point 4 is so very critical, it bears repeating.

After the linear opening prologue and cinematics that set the scene, the first “true” mission places Big Boss in the Afghanistan sandbox on a long, multi-objective venture. Even the best players will burn at least an hour on this, but often much more. After that, you are offered a formal introduction to Mother Base: the offshore platform that Big Boss, his close cohorts and his Diamond Dogs troops will call home for the rest of the story. Mother Base is an entire game in its own right, with options to expand its facilities, conduct R&D to create new and innovative equipment, and later send Big Boss’s troops on virtual missions – and more besides, all feeding back into the main game in one way or another. To head back to Afghanistan, the primary theater of operations for the first fifteen or so hours of the main storyline, you use a helicopter hub called the Aerial Command Center – ACC. From here, you can select missions, side ops, access Mother Base features, and deploy wherever you please. This ACC is a port of call you will return to regularly.

For the rest, you generally move between locales on horseback. This is where you will learn the ropes in the early missions – but it’s up to you, and you alone, to decide in which order, when and exactly *how* you complete them.

Between main missions and side ops, the often short but enjoyable and rewarding secondary activities, you can freely explore almost every inch of the map, travelling its vast expanses and scouring its numerous points of interest for resources and collectibles. You will encounter outposts, military facilities, power stations, prisons, palaces, and many other unique settings, each with their own distinctive layout, defenses, and rewards. As the story progresses, you can also head back to Mother Base at any time to visit key characters or trigger important cutscenes – or simply to explore, take showers, and boost morale among the soldiers stationed there with the very presence of the living legend that is Big Boss.

One thing you have to realize about *Metal Gear Solid V* is that it is astonishingly vast – more sizable than you might even expect based on the evidence of its first hours. Completing the main storyline alone will probably take anything between 40 and 60 hours, to which you can add the time it takes to complete all side ops, develop Mother Base to its full potential, and to enjoy all of the other optional tasks and endeavors. With so much to behold and manifold features and systems to learn, it might take a good 10 to 15 hours before you can get a sense of the game’s true scope and sheer generosity of unique events and possibilities.

If you have never played a similarly open-ended game before, or if you have only played episodes of the series that were more straightforward, you can be forgiven for feeling a little overwhelmed during the early stages of *Metal Gear Solid V*. The amount of freedom that it offers can be daunting, no doubt about it. What we can tell you right now is that all the ingredients that made the *Metal Gear* series so popular and famous are all present in *The Phantom Pain* – but with countless new elements that complement, and never complicate, all of the great things that we know and love.







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GAME STRUCTURE

## Missions

Most main missions in *Metal Gear Solid V* are long and demanding assignments, featuring at least one mandatory objective (extracting a prisoner, for example, or destroying a convoy), though often more, and usually a handful of optional objectives. All designated goals are referred to as Mission Tasks [01], and you can view these on the Missions tab of the iDroid interface.

While any objective that you complete is ticked off in real time, only the mandatory requirements appear by default. The others only become visible during a mission once you have fulfilled them on a first playthrough, but they are always revealed after the mission ends. Our Walkthrough chapter offers advice for all Mission Tasks, of course, but we understand that some readers may wish for a minimal level of assistance while playing them for the first time. If this describes you, a few words of wisdom: there are many instances where you simply cannot complete certain objectives on a debut playthrough, and others where the optional tasks will make the mission far more difficult or extend its duration to a significant degree.

Discovering the more accessible optional objectives on your own initiative usually entails exploring every building and structure, neutralizing the majority of guards to do so. If you opt for pure stealth, you can even interrogate enemy soldiers, many of whom will reveal information on the position of weapons, prisoners or officers that may be of direct or indirect use for the completion of Mission Tasks. We detail the interrogation process in our section dedicated to stealth (see page 20).

To begin a mission, you must either select it from the Missions menu while on board the ACC (and then, where applicable, select a suitably nearby landing zone), or travel to a mission start point by means of feet, hooves or wheels to initiate proceedings while free roaming in the area. To formally complete the mission in question, all you have to do then is fulfil its mandatory objectives. Taking care of additional Mission Tasks will lead to further rewards and bonuses to your final rating, but this is by no means necessary.

Your mission score is determined by your performance in multiple categories. The exact formula behind each score is quite complex, but

all you need to know for now is that *MGSV*'s mission rating system is often at its most generous when rewarding speed, stealth and mercy. In time, and with repeat play, you will learn the lay of the land and gain the ability to ghost through mission areas rapidly without a single detection, merely incapacitating opponents as you encounter them – if you even disturb them at all. On a first playthrough, though, just be content to enjoy yourself without feeling any pressure to attain a high rating. Your final mission score is translated into a grade, ranging from the worst possible E to the best possible S (the exact hierarchy being: E-D-C-B-A-S).

## Side Ops

Side ops are secondary activities that are usually much shorter and less complicated than main missions. They typically feature a single objective, such as eliminating an armored unit or extracting a person of note. Though these assignments can be completed quickly, there are over 150 of them in total – so fulfilling all of these commissions is no trivial feat.

Other than one side op flagged as "Important" that is a mandatory step required to advance the main storyline, all other side ops are entirely optional. It is up to you to decide if you attempt to complete them at all, and if so, when. As a rule, all side ops are unlocked at a time when you can successfully complete them in terms of difficulty, so there's nothing that should stop you from doing so whenever you decide to.

The key factor to take into account with side ops is not so much their difficulty, but the sheer distances that you must travel between them. Indeed, you will soon realize that the game's play area is vast, and moving from one point to another can take quite a while. We have a section entirely dedicated to the topic of travel and navigation (see page 32), but for now all you need to know is that it usually makes sense to fulfill side ops whenever you are close to them. We strongly suggest that you make a habit of checking which side ops you have access to in-between missions, completing all those that are local or can be found *en route* to your next destination. As a fringe benefit, this will encourage free roaming at regular intervals, with all the plunder and essential practice that this entails.



## Free Exploration



Outside of missions, you are free to roam around and explore the game's map as you please – and you should, because it's packed with surprises and secrets. While it's possible to just race through the game, speeding towards the conclusion of the main storyline, doing so will deny you the chance to fully observe and explore the intricately constructed environments. A great deal of the fun in *MGSV* comes from the sheer range of possibilities the game offers, from tactics (optional routes through areas, back entrances, alternative strategies), to bonuses (hidden locations or objects, entirely optional battles) and Easter eggs.

Whenever you travel over the map, you will generally find points of interest on your way (including occasional enemy patrols, snipers and vehicles moving between bases, so it pays to be vigilant). Even the tiniest outpost in the game comes with at least a few collectibles and resources that you can retrieve, and a handful of soldiers that you can extract to Mother Base [02]. Performing impromptu raids or reconnoitering the places that you find (or revisit) can provide valuable resources and operational experience – for example, destroying anti-air radar vehicles unlocks new landing zones for your chopper, and blowing up communication devices prevents your enemies from calling reinforcements. This will both fuel the growth of Mother Base, and provide valuable insights and tactics that you can employ when you return during missions or side ops.

The best part of this is that free roaming is a highly enjoyable activity in and of itself. With no grade to aspire to, no pressure beyond your personal objectives, you can let your creative or destructive tendencies run wild and just see what happens. It's also a great way to try out new equipment developed by the R&D team back at Mother Base.

## Mother Base



Mother Base is Big Boss's headquarters and home to his Diamond Dogs forces and support staff [03]. You will often return to this hub after important missions, and will find that there are story cutscenes to view and side ops to participate in as you make progress in the main storyline.

Though you are free to explore its physical dimensions, marveling at the scale and sights as you add new facilities, Mother Base is primarily a *virtual* space that you interact with via *MGSV*'s endlessly rich management metagame. You can summon the administrative commands for Mother Base by selecting the appropriate tab on the main iDroid menu. Not all options are fully available during the early hours of the game, and many feature subsets are unlocked when you hit specific progress milestones.

Mother Base management broadly consists of several interdependent systems:

- **Staff Management:** Every time you extract an enemy soldier from the field with a Fulton balloon, he is transferred to Mother Base where he joins your Diamond Dogs forces. This new recruit is then automatically assigned to the unit that best suits their individual skills (R&D, Support, et al.), though you can manually transfer or fire staff at will. The more recruits you have in each team, the better these divisions will perform – which leads to considerable (and varied) benefits in both the management simulation and main game.
- **Combat Deployment:** You can send your best soldiers (those assigned to the Combat Unit) on virtual missions. The successful completion of these commissions grants you valuable rewards, such as the primary GMP currency, processed materials, medicinal plants, and new recruits that you can put to work immediately.
- **Development:** The funds and resources you obtain in the field and from Combat Deployment missions can be used to develop new weapons and equipment, not to mention upgrades for those you already own. New technology often makes a world of difference during main missions and side ops, but innovations and improvements come at a cost – your ability to research and manufacture new equipment is “gated” by the relative scarcity of the required resources (particularly GMP). It definitely pays to choose projects wisely in the early stages of the story to avoid shortages in currency and key materials.
- **Base Facilities:** By accruing sufficient funds and resources, you can gradually build new platforms for your Mother Base, expanding maximum staff limits and, therefore, the productivity and potential of the Diamond Dogs operation as a whole. Some new facilities even unlock side ops that take place directly on the platforms in question.
- **Customization:** As you make progress, you will unlock a Customization menu that enables you to equip each individual weapon with specific attachments, such as suppressors, flashlights, extended ammo clips, and so forth. Again, these can have a profound impact on the battlefield, enriching your range of tactical options in any given scenario.

You can find a more complete presentation of the various Mother Base systems later in this chapter (see page 40), but we would advise that you work towards expanding the facility (and its individual departments) whenever you have moments to spare. In essence, your achievements on the field (particularly resources obtained and soldiers recruited) fuel the growth of Mother Base. This in turn enables you to create powerful new weapons and upgrades that can make a significant difference, enabling you to become more efficient, score higher, and ultimately reap even better rewards, which you can then reinvest in Mother Base – a virtuous circle.

This interdependence between the various systems has one fascinating side effect: you can effectively use it to manually adjust the difficulty of main missions to suit your personal preference. In short, a Mother Base working at full capacity means that Big Boss should be equipped and prepared for most eventualities. Conversely, neglecting the metagame can make missions and side ops *much*, much harder.



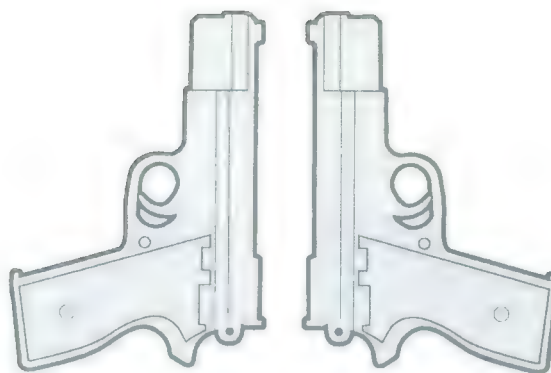
## Mission Difficulty

Unlike previous games in the series, *Metal Gear Solid V* does not feature a user-defined global difficulty setting: you don't have to choose between Easy, Normal, Extreme, and so forth.

Some might find the early missions a little tough (though those who played the *Ground Zeroes* episode will be able draw on their prior experience), but the overall difficulty of *MGSV* should be perfectly adjusted for most people. Failure in a mission (with either Big Boss dying or a mandatory objective failed) necessitates a return to the most recent checkpoint where you can try again, improving your performance and learning through trial and error. Returning to a checkpoint has a negative impact on your mission score, but this is not something you need worry about during a first playthrough.

After a few missions, the difficulty gradually ramps up, reflecting the fact that you gain access to more advanced weapons, equipment and the support of new Buddies. This is why it is essential for you to be active and enthusiastic in your Mother Base management duties. Every piece of gear that you unlock can be taken into action either from the Sortie Prep screen, or delivered direct to Big Boss in the field by requesting supply drops. If you neglect Mother Base, you may fall behind the game's natural difficulty curve, increasing the challenge for every mission.

Another key aspect to take into account is that the game's difficulty is adjusted dynamically based on your play style. Hearteningly, this reactive system is never cheap or cruel, but manifests itself most obviously in entirely plausible and understandable adaptations in enemy equipment and tactics. If you always rely on the same strategy, events will occur to invite new approaches. For instance, if you are a headshot expert, tranquilizing all guards that you encounter and therefore easily infiltrating enemy



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facilities, you will soon notice that your opponents are provisioned with helmets, making headshots more difficult – even impractical at anything beyond close to near-medium range. If you always complete missions at night to facilitate easier infiltrations, enemies will take note of this and begin to make use of night vision goggles, partially negating your advantage. Those who constantly resort to lethal force will also find that their bloodlust is not without consequence, either: if you favor the use of powerful weapons such as shotguns or explosives, soldiers will be equipped in full body armor, making them far more resilient [04].

The important thing to remember is that the game constantly invites you to try new approaches and diversify your play style. This means that no one will experience each mission quite like you, and that any attempt to offer one perfect solution for each challenge is an impossible task. Success in *Metal Gear Solid V* is all about observation and adaptation – which is why our extensive Walkthrough chapter does not attempt to offer step-by-step solutions for you to follow blindly, but focuses more on advice, vital intelligence and tactics designed to inform and improve mission-critical decisions that are ultimately yours alone to make.

If you struggle with one particular mission or situation and do not want to resort to our Walkthrough immediately, don't forget that the game offers a few "wild cards" – features that give you an instant edge to help you to conquer a demanding task or survive a set-piece combat encounter. The most notable are the stealth-enhancing Chicken Hat and fire support raids, which we discuss later in the chapter (see page 39).



GAME STRUCTURE







# [ ] LESSON #02: MISSION PREPARATIONS

Before you actually embark on missions, there are three critical preparatory steps that you need to focus on to improve your chance of success: the loadout you choose to start the mission with, the time of the day that you deploy, and pointers gleaned from the tactical intel you have at your disposal.

## Starting Setup



Whenever you launch a mission from the Aerial Command Center (ACC), a dedicated Sortie Prep screen enables you to decide what you will take with you to the battlefield [01]. You can prepare up to three loadouts, which you can then have delivered to you via supply drops if you need to change during a mission. The decisions you make here are critical, as the assets you bring along heavily influence your capabilities. How will you silence enemies from afar if you do not have a sniper rifle? How will you destroy armored vehicles if you neglect to take any form of explosives?

- **Primary Weapons:** You can carry only two Primary Weapons at a time. These include most firearms that must be wielded with both hands. As a rule, you can choose one weapon that Big Boss will carry on his hip (from the assault rifle, shotgun and grenade launcher categories), and another one that he will carry on his back (from the sniper rifle, machine gun and rocket launcher categories). Primary Weapons are assigned to .
- **Secondary Weapons:** You can carry only one Secondary Weapon at a time, plus a choice of prosthetic arm. The weapon is chosen from the handgun and submachine gun categories, and it invariably pays to take something with a tranquilizer or stun effect. Secondary Weapons and prosthetic arms are assigned to .
- **Support Weapons:** These include all sorts of explosives (C4, grenades and so forth) as well as diversionary items such as empty magazines and decoys. You can carry a maximum of eight unique Support Weapons at a time. Support Weapons are assigned to .
- **Items:** These are gadgets with varied applications, from night vision goggles to cardboard boxes. You can carry a maximum of eight unique items at a time. Items are assigned to .
- **Buddy:** Early on in the adventure, the only Buddy at your disposal is D-Horse, who you will ride to travel long distances. Over time, however, you will recruit more Buddies, each with their own unique skills and tactical applications. As you complete missions with a given Buddy, your relationship with them improves, as reflected by the gauge on the Sortie Prep screen. As the gauge is filled, you will unlock access to new skills unique to the Buddy in question. Deciding which Buddy you take on a mission is no casual choice, as their skills heavily determine how you can approach your assignment. If an assignment involves lots of travelling or the pursuit of moving targets, for example, D-Horse is a natural choice.

If a mission involves extracting prisoners from a well-defended base, however, two other Buddies you will recruit later in the story are naturally gifted at detecting people that Big Boss might overlook without their assistance. If you need to change a Buddy while in the field, use the Buddy Support entry in the iDroid's Missions tab.

- **Vehicle:** Once you have taken the requisite steps to develop your Fulton Recovery Device, you have the option to extract vehicles – which then become available for subsequent missions. You can deploy an off-road vehicle if you have to cover long distances, for example, or a tank if you plan to wreak havoc in an enemy base.

The complete setup that you choose varies from one mission to another based on a multitude of factors, including which weapons you currently have access to, what type of mission you are about to undertake, and the strategy and play style you plan to adopt. Over time, however, you will most likely identify one flexible build that should work in most situations, with only minor adjustments required for tasks of a very specific nature.

As far as weapons are concerned, though, use of silenced models is absolutely essential in all stealth scenarios. It's no good diligently crawling with care in the shadows, only to bring the enemy swarming to your position with the telltale report of an automatic rifle. As a broad rule of thumb, your Secondary Weapon should generally be a handgun with tranquilizer ammo and a suppressor, which is ideal for stealthy infiltrations – and, moreover, non-lethal takedowns of gifted individuals who can be Fulton extracted to Mother Base as new recruits. As for Primary Weapons, packing a shotgun or grenade launcher (for emergencies) and a sniper rifle with suppressor for ranged engagements is always a solid choice, though an assault rifle with a suppressor and a rocket launcher can prove an equally versatile and effective combination.



## Drop Time

Once you have selected your loadout at the Aerial Command Center, you are given one final option: you can choose at what time you want to be delivered to the mission area. There are three choices. The first option, ASAP, has Big Boss travel to the drop zone at the current in-game time. The other two are precisely 06:00 or 18:00 – in other words, at daybreak or nightfall. Note that you can move forward in time manually during an operation by using the Phantom Cigar item: see page 36.

Your choice of deployment time has a direct impact on how your mission will play out for a variety of reasons. This table offers a brief description of the pros and cons of conducting missions at day or night.



## Daytime & Night Time: Operational Considerations

NIGHT

PRIMER



**Reconnaissance:** Marking all enemies defending a base is easier during the day thanks to the direct sunlight.

**Visibility:** Visibility is very high during the day, making it easier for you to monitor enemy movements and aim precise shots. The same applies to enemies, however: they can spot you from longer distances, and track you down more effectively during searches. For pure stealth infiltrations, it is in your interests to crouch-walk and crawl in the shadows, which will slow you down but make you much harder to spot.

**Orienteering:** Daytime light helps navigation significantly, making it easier to recognize landmarks and find your way, especially in larger and more complicated locales.

**Enemy Presence:** During the day, enemies tend to be more numerous and are at their maximum level of awareness. You cannot expect them to break their routine other than when they suspect your presence.



**Reconnaissance:** Reconnoitering premises and marking enemies tends to be harder in the evening, as only those close to sources of light are clearly visible. Night vision goggles can prove very useful here, but your enemies can use them too.

**Visibility:** Visibility is much lower at night, making it harder to spot enemies and to make headshots, even at relatively close range. Flashlights can also cause significant visual impairment when shined directly in Big Boss's face. Conversely, enemies find it much harder to detect you, which can greatly simplify infiltrations, enabling you to crawl in the open as long as no one is patrolling too close. If you wield a gun equipped with a flashlight, you can use it to blind enemies at close range, but this also makes you more likely to be detected by other adversaries.

**Orienteering:** In the darkness, it can be harder to find your bearings, but the fact that enemies struggle to see you gives you more time to observe your immediate area and plan your movements.

**Enemy Presence:** At night, bases tend to be slightly less well guarded, especially as certain enemies will occasionally take naps. Unless you wake these oblivious soldiers up by causing a commotion, this effectively removes them from the equation.

MISSION  
PREPARATIONS

## Reconnaissance

Once you arrive at the landing zone, you are ready to approach the corresponding mission area. Before you run, ride or drive headlong towards the closest waypoint marker, though, you should really get into the habit of reconnoitering the area, ideally from high ground or any vantage point that offers an unobstructed view: a nearby hill, a watch tower, a cliff, or anything similar [02].



From your vantage point, lie down to reduce the chance of detection, and take out your binoculars by holding (R1)/ (RB). You can then look around with (R), and change the zoom level with either (R3)/ (L1) or (R3)/ (L2). Any opponent, vehicle or turret that you focus on at an appropriate zoom level will be automatically marked [03]. Note that you cannot mark a target through walls or other obstacles. Even if you can spot an enemy's cap or foot, you'll usually need to wait until a significant part of their body is visible before you can fully mark him.

There are numerous benefits to systematically marking enemies in advance of any infiltration:



- Marked enemies are denoted by a red icon above their head, which remains visible even through walls and obstacles, making it much easier to monitor them. The number that appears above the icon indicates the distance in meters that separates you from the target. Furthermore, enemies who move to investigate suspicious activity are highlighted by a blinking marker. You have no such advance warning with unmarked adversaries.
- Marked soldiers are also signposted with an intermittent glow that outlines their entire body. This makes it much easier to follow their every step at close range, even through walls, or to align headshots when visibility is low or restricted (because you are prone in long grass or in darkness, for example). Another perk of this visual effect is that, with a little practice, you will learn to recognize the direction that a concealed enemy is facing.
- Marked opponents retain their marked status even if events take a disastrous turn and you are returned to a previous checkpoint, making subsequent attempts significantly easier. Knowing the position of guards from the outset makes things much faster and easier.



## [📖] LESSON #03: STEALTH & INFILTRATION

It can't be emphasized enough: stealth is the key to success in *Metal Gear Solid V*, even more so than it was in all previous installments. Try to muscle your way through even the game's early missions and you'll soon be staring blankly at the "Mission Failed" screen, wondering what exactly you did wrong. The answer to that question, in most cases, is simple and forthright: you were careless, you were spotted, and now you are dead. Guards can exhibit remarkably clever behaviors, taking cover and cooperating efficiently with their colleagues during open conflict, making stealth more advisable than violence in almost every mission.

Certainly, there will be times when direct aggression is unavoidable – especially as it is hard to avoid detection while you scale the steepest precipices of the *MGSV* learning curve – but it is nevertheless vital that you learn the art of sneaking. As you make progress, you'll realize how complex the game is, and that the tactical options available to you are incredibly varied. By taking the time to understand and practice the fundamentals of stealth at an early stage, you'll undoubtedly enjoy greater success in the long run.

### Movement Speed & Stances

How you move and the stance you adopt is of paramount importance. Though there will be occasions when it's safe for you to sprint in plain sight without a care in the world, you'll usually find that it's best to adopt either the crouch-walk or crawl stance whenever there are enemies within a 100m radius – and more if there are snipers operating in the area. Here is a description of the various stances, from the fastest and most visible to the slowest and stealthiest:

- **Sprinting:** Sprinting is achieved by tilting **L** in any direction, then clicking the stick button (**L3**/**⬅**). This is the fastest way to move around by foot, and you will come to use it a lot when moving through unpopulated areas. However this is also a stance that makes you highly visible and easily detectable by all nearby enemies, even those that can seem far away. During missions, it is a stance best left for unavoidable combat situations, emergency escapes, or when you're absolutely sure that the coast is clear. Essentially, if you know there is – or might be – even a single enemy in the vicinity, do not sprint at any time. Another application of sprinting is during Reflex Mode, when you are spotted by a guard at very close range: this can enable you to charge towards your opponent while the slow-motion effect is still active and neutralize him with CQC before he can raise the alarm or open fire. This can even be achieved directly from a prone position: there is no need to manually stand up first.
- **Running:** Running is achieved by tilting **L** in any direction. This is slower than sprinting, but it makes you a little less blindingly obvious to enemies who might glance your way. Running is a pace that you can use in enemy facilities when you *think* you are in the clear (for example, after marking or tranquilizing all enemies in a base), but cannot be entirely sure. If you have any doubt or if you see a white arc appear on your screen (indicating that a guard in the corresponding direction has noticed something suspicious), immediately crouch by pressing **⊗/A** or quick dive with **Ⓞ/X** to move to the crawl stance. You can then carefully move into concealment before they recognize you.
- **Walking:** Slower movement speeds are achieved by tilting **L** slightly in any direction, using the analogue range of the stick to

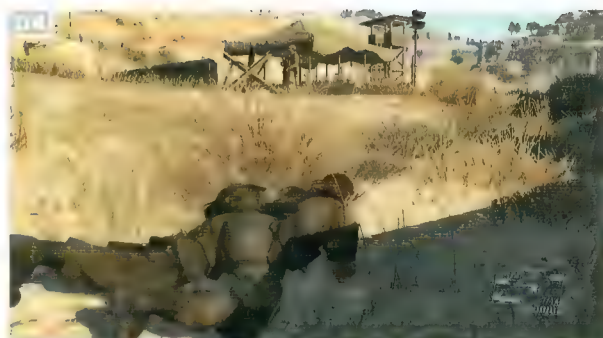
adjust your pace. This stance makes you less noisy than running, and is ideal for sneaking, but no less visible, so it is generally far better to crouch-walk.

- **Crouch-walking:** From a standing position, tap **⊗/A** once to crouch, then tilt **L** to crouch-walk. Tap the button again to stand back up, or hold it to lie down. Crouch-walking is a good compromise that you will come to favor in most infiltration situations: it is fast enough to facilitate steady motion, yet sufficiently stealthy to escape the gaze of a reasonably distant guard **[01]**. Unless you are surprised by an enemy at close range, guards that notice you while you crouch-walk will usually become suspicious (which is indicated by a white circle indicator on your screen) but won't immediately raise the alarm **[02]**. The moment you see this visual suspicion indicator, lie down or quick dive instantly and crawl away to safety. Crouch-walking is also the most appropriate stance when you quietly approach enemies from behind to hold them up with a weapon or restrain them with the CQC grab **[03]**. However, don't forget to slow down as you near your quarry – full speed crouch-walking is rather noisy.





- Crawling:** From a standing or crouching position, hold  $\otimes$ / $\Delta$  to lie down, then tilt  $\text{L}$  to crawl. Press the button again to return to a crouching position, or hold it to stand upright. Crawling is the slowest but safest stance in the game. It makes you effectively invisible to all but the closest guards at night, and must be used extensively while infiltrating bases during daylight hours, especially when you can make use of grass or foliage to remain unseen [04]. For optimum stealth, tilt  $\text{L}$  lightly while prone to crawl at the slowest pace, or even stay still and press  $\Delta$ / $\text{Y}$  to play dead.



## ! THE GOLDEN RULE

If you are going to remember one thing only regarding stealth, it should be this: you should be crouching, but ideally crawling, at practically all times while infiltrating enemy positions. Though this may seem too slow or even counter-intuitive at first for players accustomed to fast-paced shooters, it really is the only way to remain stealthy (and therefore alive) in *Metal Gear Solid V*. If you see guards, or know that there are or might be guards around you, your reaction should be swift: crawl. Crawling makes you almost invisible to enemy eyes, especially at night, and is the only convenient way to

complete mission objectives without constantly fighting for your life while claxons wail.

Your choice of stance and movement speed should always be determined by the proximity of enemies. The farther from you they are, the faster you can move. As a general guideline, trust your senses and let your ears be your guide as much as your eyes. If you consciously notice the sound of Big Boss rapidly pattering across a wooden floor, then a nearby enemy probably will too. Slow it down – and, above all, **be patient**.

## ! SAFE STANCES RELATIVE TO ENEMY PROXIMITY

This diagram illustrates which stances can be safely used relative to the distance between you and an enemy. The closer you get, the more slowly you have to move to remain undetected.





## Useful Stealth Moves

There are many moves, abilities, gadgets and tricks that can be employed to improve your capacity to avoid detection. This is not an exhaustive list, but a presentation of staples that you should try to master early in the story.



**Quick Dive:** You can perform a quick dive to go prone instantly by pressing **Ⓢ/ⓧ** [**05**]. This deft tumble can be used to evade the gaze of suspicious enemies, to reach cover swiftly while under enemy fire, or to avoid attacks in boss fights.



**Cover/Wall Press:** Face any surface and tilt **Ⓐ** in its direction to push Big Boss's body against it. This makes it more difficult for enemies to spot you, while providing a good view of the area beyond — a welcome boon during infiltrations. While pressed against a surface, Big Boss will lock to it as you move unless you pull away. With low walls and the like, you can peek over the edge at any time by holding **Ⓡ3/Ⓢ** [**06**]. To move along a surface without changing the direction that Big Boss is facing, incline **Ⓐ** gently. This can be used to retreat slightly if an enemy might spot him at the very corner of a wall, for example.



**Stepping Over Obstacles/Vaulting:** You can step or vault over any low obstacle in your path by pressing **Ⓐ/Ⓨ** [**07**]. This is particularly useful when pressed against a surface that you want to quickly climb over while nearby guards are facing away from you. If you hold the button while approaching such an obstacle, Big Boss will step or leap over it without pausing.



**Ledges & Climbing:** Press **Ⓐ/Ⓨ** to hang from a ledge [**08**], which can enable you to allow a patrolling guard to pass without incident. While hanging, shimmy left and right with **Ⓐ**; press **ⓧ/Ⓐ** to drop down, or **Ⓐ/Ⓨ** to haul yourself back up if there is a suitable surface above. The same button can be used to grab a ledge or hand-hold within reach if Big Boss is falling. Note that you can quickly slide down ladders by holding **ⓧ/Ⓐ**.



**Gadgets:** In addition to your binoculars, you will soon have a variety of gadgets at your disposal, from night vision goggles that make it easier to observe enemies in the dark, to cardboard boxes that can be used to hide in plain sight [**09**].



**Locked Doors:** You will regularly encounter locked doors, as indicated by a white padlock icon [**10**]. To open these, simply press **Ⓐ/Ⓨ**, though be aware that the unlocking process takes several seconds, which might put you at risk of detection. An alternative method is to entice a guard to open a locked door by creating a minor disturbance (a noise, for example) that causes them to pass through it to investigate.



## ! OBSERVATION & DIRECTIONAL MIC

Observation of the enemy is a key aspect of effective sneaking. It won't matter in the slightest how quiet you are if you inadvertently stumble directly into the path of a patrolling soldier. Take time to observe the enemy's patterns of movement from behind cover, especially if you have marked them beforehand. The directional microphone function of the binoculars can be a

lifesaver whenever you have no way to know if an enemy is inside a building: if there's someone there, you might be able to hear them. Careful observation should enable you to figure out when to move and when to stay put. Whether you wish to use this information to bring opponents down silently, or merely sneak past when their back is turned, is entirely up to you.

PRIMER

## Using the Environment

The environment is an essential factor to take into account during infiltrations.



**Day/Night Cycle:** The day/night cycle plays a critical role in the game. Guard positions and patrols can vary depending on the time of the day [11] & [12], so a mission can be a completely different experience depending on when you attempt it. There are both pros and cons to conducting operations in daylight or in the dark; you can find an overview of these in the table on page 19. Many players will find it a little easier to deploy after dawn, as the overall visibility is lower at night (making it harder for enemies to spot you), and as certain guards tend to take breaks to sleep. Bear in mind, though, that regular late-night engagements will cause your enemies to adopt frequent use of night vision goggles, which will negate your advantage. A balanced approach is to play missions at the time of day when you encounter them – though there's no reason why you can't wait until dark (with the Phantom Cigar) if an infiltration appears unfeasible during daylight hours.

STEALTH &  
INFILTRATION

**Shadows:** You are harder for enemies to spot when you stand in shadows, especially so if you are prone [13]. This is a feature you can exploit often to conceal Big Boss from prying eyes. At night time, the entire environment tends to be dark, making it easier to sneak through patrols. You can even destroy light sources such as searchlights, if you wish. Any guard that witnesses or notices this act will become suspicious, however, so use this gambit carefully and sparingly.



**Cover & Grass:** Any physical obstacle between you and an enemy will conceal you from his watchful eyes, so pressing against walls and other cover elements is especially important. You can even use grass and vegetation to conceal Big Boss [14]. Crawling through thick grass on the border of a road, you can sometimes watch patrols or vehicles pass by without a second glance in your direction.



**Route Recognition:** As you become more and more familiar with the environment, finding convenient points of ingress at enemy bases will soon become second nature. A simple glance will enable you to identify a network of shadows, cover points and grass expanses, so that you can instantly chart a course to your objective [15].



## Creating Diversions

Maintaining perfect stealth is a demanding task. Sometimes, it helps to sacrifice absolute anonymity to change the behavior of nearby guards to clear a path, or to encourage predictable or even outright malleable behavior.



**"Peekaboo!":** However paradoxical it might sound, this is one of the most effective ways to manage and manipulate guards, especially those with problematic patrol routes. Simply allow Big Boss to be seen by an enemy within range for a split-second until the distinct arc of the detection indicator appears [16], then immediately duck back behind cover. Of course, you should never do this at close range – the sighting needs to be subtle but inconclusive, just enough to engender suspicion and further investigation. When the guard approaches (always look for the blinking marker), you can then either sneak around and bypass them entirely, silence the target with a tranquilizer dart, or grab, interrogate and then incapacitate your victim with the CQC choke move. A word of warning, though: if a guard radios in his intention to investigate, wait until he gives the all-clear before you introduce yourself. If you find a suitable position, you can lure numerous enemies to a single location with this trick, greatly simplifying a complicated infiltration. If Ahab can't sail towards the whales, make the whales swim to Ahab...



**Leaving a Body:** Whenever you leave a body of a dead or incapacitated guard in plain sight, there's always a risk that a patrol will spot it. Though you can avoid this eventuality by moving bodies (see page 26), it's sometimes beneficial to leave a living guard in the "ZZZ" state in plain view. Soldiers who notice one of their colleagues sleeping will typically not raise the alarm, but will instead walk slowly to wake and remonstrate with them. This can enable you to put them to sleep as well [17]. Repeating this trick multiple times can enable you to near-effortlessly clear an entire outpost of its defenders. However, do not use corpses or stunned victims: soldiers tend to radio in immediately on discovery of a murdered ally, leading to an escalation in the general alert status.



**Throwing Magazines or Decoys:** Empty magazines and decoys are items you can toss just like grenades. Aim by holding [L2]/[LB] and throw with [R2]/[RB]. The noise of the impact will draw the attention of guards in the vicinity, creating a perfect opportunity to sneak past them, or to interrogate and disable isolated individuals. Decoys can be activated whenever you please once placed by holding [L2]/[LB] and then pressing [A]/[Y]. This makes them very useful when you know the patrol routes of guards, enabling you to lure them away at a time of your choosing [18].



**Using Buddies:** Your Buddies can be used to create diversions with the appropriate orders, or a little imagination. For example, positioning D-Horse in the center of a road will cause a vehicle to stop [19], enabling you to spring an ambush from your place of concealment.



**Firing on a Wall:** If you are out of any other options with an awkward guard, you can always try to fire a single bullet (with a silenced weapon, of course!) at a hard surface close to his position [20]. If you aim too close, they will raise the alarm; but if the degree of clearance is just right, they will usually move to investigate. This is a high-risk tactic that can often lead to complications, so use it wisely.



**Explosions:** If you place a C4 device anywhere inside or outside a base (optimally on something where you will benefit by its destruction, such as an anti-air radar vehicle), you can detonate it whenever required [21]. This can draw numerous enemies away from your position to investigate. You can employ this as a last-ditch gambit to avoid detection, or even to clear a path for an effortless exfiltration with mission objectives complete, depending on the size and layout of the area.

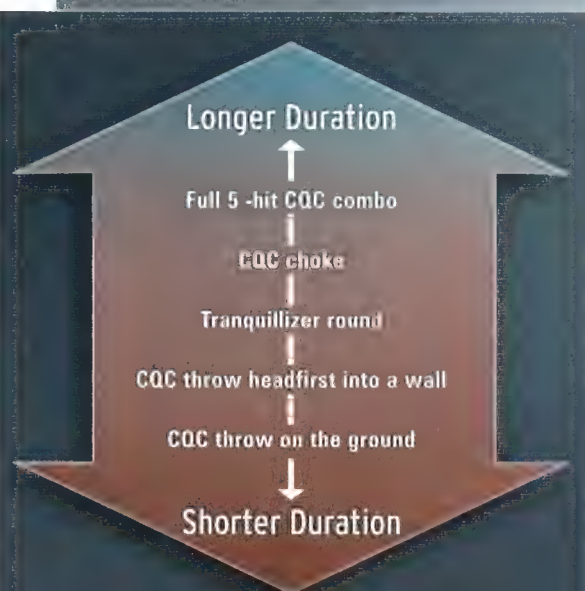


## Tranquillizing & Stunning Enemies

To silence enemies without killing them, you have two options: you can either put them to sleep with a tranquilizer weapon, or you can stun them.

PRIMER

### ! INCAPACITATION DURATION



You can wake an unconscious enemy with a quick kick: stand over their body and tap **R2/LT** to rouse them. Follow this up by aiming at them with a weapon to keep them on the ground while being able to interrogate them. This trick is handy if you need to refresh a period of incapacitation during a lengthy mission, or attend to an opponent only briefly disabled with a CQC throw.

Though disabling an opponent with CQC moves or a weapon that inflicts the STUN effect can be a lifesaver, the drawback of this method is that the victim will report the attack when he comes to.

More generally, even if you manage to incapacitate all soldiers in a base with non-lethal techniques, you must always be aware that they will eventually wake up. Non-lethal takedowns are temporary, meaning that it is always in your interests to have completed your objectives and vacated the area before your victims regain consciousness.

There is one way to remove guards from the fray without killing them, however: extracting them with your Fulton Recovery Device. Not only will this add the corresponding recruit to your Mother Base roster, it will also remove a complication from your current mission. Methodically extracting all guards that you take down is therefore doubly useful, and a practice that you should embrace at the earliest possible stage. When you decide to extract a target, though, be aware that the balloon is likely to be seen or heard by soldiers in the vicinity, who will then become suspicious and call in the event via radio. If you want to be safe, silence all enemies in the immediate vicinity beforehand. If you're happy to take the risk, aim for a baseline 40m radius clear of enemies and some form of vertical physical cover from onlookers, even at night, before each Fulton extraction.

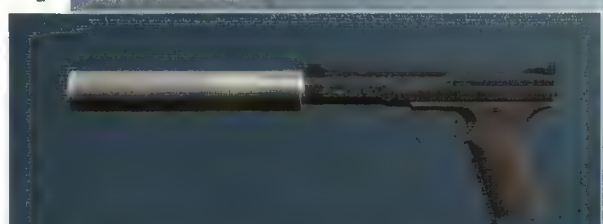


- Putting an opponent to sleep (**ZZZ**) can be achieved with tranquilizer weapons, such as your default pistol; other methods are unlocked later in the story. The duration of this repose is usually sufficiently long to enable you to complete nearby objectives in the early hours of the story. The length of time required for a tranquilizer round to take effect depends on where it strikes the body: instantly for a headshot, after a delay to the limbs or torso. With body shots, multiple hits will accelerate the effect; the victim will be perturbed by these "bites" or "itches", but will not raise the alarm. As a rule, try to perfect the ability to land headshots with great accuracy. A major benefit of using tranquilizers is that even when a victim wakes up, he will not be suspicious and will simply resume his patrol if he did not see Big Boss. Note that tranquilizer ammunition cannot penetrate heavy armor and helmets. You need to hit the exposed portion of a soldier's face if he is wearing impenetrable headgear [**ZZ**].

STEALTH &  
INFILTRATION

- Stunning an opponent (**STN**) can be achieved with weapons that you can develop at Mother Base once you fulfil certain requirements, or by using close quarters combat (CQC). As with tranquilizer rounds, causing the "STUN" effect is immediate if you land a headshot, or requires multiple hits if you target the rest of the body. When you employ CQC, the duration of the incapacitation depends on the precise technique that you use.

### ! SUPPRESSORS



Certain weapons, such as your standard handgun, have a noise suppressor attachment. In the later game, a Customization option enables you to manually attach suppressors to firearms that don't possess them by default. Suppressors are absolutely pivotal to stealth infiltrations, as they enable you to open fire without alerting everyone within a wide radius of your presence. Suppressors become worn with each shot, though, as represented by the gauge that appears in the weapon window. After a number of shots, they will break. You will then need to replace them with a new one found in the field or delivered to you via an "Ammo/Fulton" supply drop.





## Evidence Management

Your passage through enemy territory, bases and strongholds will often lead to an incriminating surfeit of unconscious guards and/or corpses in your wake. When discretion is essential and Fulton extractions impractical or unavailable, the following tips will help you to avoid unfortunate and unnecessary alerts.

- You can pick up and carry unconscious enemies or corpses by holding **○/B** when the contextual icon appears onscreen. Hold the button again to place them on the ground.
- To identify a suitable position to hide a body, use a little common sense. Positions close to pathways that might be traveled by a

patrol are a poor choice, as are buildings or rooms that guards may conceivably enter. Look for locations that will conceal the body from multiple angles, and will remain unseen even if the base is on a low-level alert: behind piles of boxes or crates, for example. Try not to use the same spot for multiple sleeping guards if you will be in the area for a while: if one wakes, he'll also rouse his allies.

- Look out for portable toilets  and dumpsters  while you explore: these are always a welcome bonus. Unconscious adversaries hidden inside these enclosed containers (look for the contextual prompt when you are near, then press the displayed button) will not wake up unless removed.

## Interrogating Enemies

With the exception of bosses, Big Boss can interrogate enemies that he takes by surprise. There are two possible methods:



**Grab and Restrain:** While within CQC range, hold **R2/L1** to grab and restrain an enemy soldier **[23]**. This is usually achieved by sneaking up behind a guard, but can be achieved even if your opponent is facing in your direction, such as during Reflex Mode. With **R2/L1** still held, hold **L1/LB** as well to begin the interrogation. Choose an option with **R**, then click the stick button to confirm your choice.



**Hold Up:** As you approach a target from behind or from the side unnoticed, simply aim your weapon at point-blank range to make them raise their arms **[24]**. This also works on incapacitated targets lying on the ground that you wake up with a kick. They will remain in that stance as long as you stay behind them, where they cannot see you. Just like with the previous method, you can then hold **L1/LB** to begin the interrogation and choose an option with **R**. Alternatively, you can order an opponent to "stay down", effectively removing them from the equation unless a full alert is raised or they are discovered by an ally.

Any soldier that you interrogate using the "Spit it out" option will reveal intelligence: a point of interest, a mission objective (such as the whereabouts of a prisoner or a convoy), or even clues that can help you to find optional objectives or valuable collectibles. The "Where are the rest?" option is only used for guard locations. The iDroid map is instantly updated, making this a fantastic source of information that you should use liberally during missions. You also gain score and Heroism bonuses for every question asked, which can add up over time. You can only interrogate each enemy once, however.

## Enemy Reactions & Alert Status

By default, most enemies exist in a very basic state of vigilance: they stick to their patrol or routine, usually dawdling from one post to another, regularly stopping to smoke or talk with their colleagues. Depending on your actions, however, they can become increasingly suspicious, eventually escalating to an all-out alert condition. The range of their possible reactions to the actions of Big Boss is described below, in chronological order:



**Small Suspicion **[25]**:** This happens when an enemy catches a brief glimpse of Big Boss from afar, but decides not to investigate. The characteristic suspicion indicator appears momentarily, but soon disappears. This is also how guards react when awakening after being tranquillized without having seen their assailant.



**Serious Suspicion **[26]**:** This happens when an enemy spots Big Boss from a reasonable distance, with the visual suspicion indicator remaining on your screen, and the enemy's red triangular icon blinking to indicate their heightened interest. The guard in question will usually inform HQ before investigating your last known position. If you silence him in the meantime, HQ will ask for a "sitrep" (situation report), and raise the alert if no response is forthcoming. To avoid this, do not interfere with this guard until he has called in the all-clear.





**Alert Status [27]:** This is triggered whenever an enemy finds something anomalous. This might be the discovery of an incapacitated colleague, a missing prisoner, a power generator turned off, or destroyed equipment; incapacitated guards will also call in assaults of any kind other than mystery tranquilizer darts when they come to. This is not yet a full alert, but all enemies in the area will break their routine and actively search for a threat (though without knowing where to look). The process of sneaking in enemy facilities is harder under such circumstances, so it often makes sense to wait until all guards stand down and return to their normal patrol, which usually takes at least a minute. Unfortunately, the process of investigating the area with reasonable thoroughness will sometimes lead enemies to discover other evidence of your visit, which may extend the duration.



**Combat Status [28]:** This corresponds to a full alert, usually accompanied by a strident alarm effect, and happens whenever an enemy identifies you (and subsequently survives your reaction during Reflex Mode). All enemies who can see you will fire at will until you either die, escape or hide for a sufficient period of time. Note that you completely lose the safety net of Reflex Mode once Combat Status is in effect.



**Search Mode [29]:** This is triggered when you manage to elude your pursuers during Combat Status. All enemies in the vicinity actively look for you, starting with your last known position, but they will temporarily cease fire and the use of grenades. If a guard should spot Big Boss, however, Combat Status is reinstated instantly and all soldiers will resume fire. Conversely, if you remain hidden, guards will stand down after a while, reverting to Alert Status.

Avoiding all forms of suspicion is easier said than done, granted, but should generally be the focus of your attention at all times. Not only are there score penalties for being detected (see page 45), but alerts will also make you lose valuable time as you fight soldiers or hide until they stand down.

## Reflex Mode



Reflex Mode is a slow-motion interval that is triggered every time an opponent fully detects you. During this window of opportunity, time almost stops for enemies and objects (including vehicles), whereas Big Boss can continue to move and act, giving you a massive edge on your opponent for a few seconds. Essentially, Reflex Mode is your final chance to silence an enemy before he can raise the alert and cause all soldiers in the vicinity to enter Combat Status.

To make the most of Reflex Mode, you first need to ascertain where the guard in question is. Look at the arc of the onscreen suspicion indicator to discern this. The upper half of the circle corresponds to positions in front of Big Boss, while the bottom half represents the area behind him.

With default control settings, you can also press **[L2]/[D]** to make Big Boss automatically lock on the assailant in question.

Once you have identified your target, your goal is to take him down, either with a firearm or a CQC throw.

- **CQC:** If you are only a few meters away from your opponent, sprint in his direction by tilting **[L]** and pressing **[L3]/[Y]**, then hit **[R2]/[RT]** within range to stun him with a contextual CQC throw. However, you should note that the Stun effect duration of a throw can be very short. As a rule, it's better to run to close proximity and hold **[R2]/[RT]** to execute the hold maneuver, then use the non-lethal choke move (press **[R2]/[RT]** rapidly) to ensure a more lengthy period of incapacitation.
- **Weapon:** Whether you use a tranquilizer dart or lethal bullets, be sure to aim for the target's head **[B0]**. Only headshots have a chance to fell your quarry instantly; shots to the body, especially with armored foes, will often fail to stop your opponent in time to prevent them from calling HQ and raising the alarm.

If you fail to silence an adversary during Reflex Mode, all nearby enemies enter Combat Status, the alarm is raised, and your best option is usually to run and hide. If you choose to stand your ground and fight, though, you'll need to employ a whole host of other techniques – which leads us to...



# [Pistol Icon] LESSON #04: COMBAT

Even if you become highly adept at employing stealth techniques, there will always be instances where combat becomes unavoidable. On occasion, it may even be the fastest or most appropriate way to accomplish an objective.

## Aiming & Firing

Whenever you aim a weapon at an enemy, the effectiveness of your shots is dependent on which body parts you hit. Headshots will instantly take down all but the most unconventional targets, whereas shots to the body require multiple rounds to kill or incapacitate. Mastering the art of calmly targeting unprotected areas of the head, then, is vital when Big Boss can potentially face over a dozen enemies at once during full alerts.

To aim your weapon, hold **[L2/LT]**. This instantly brings up a target reticule and positions the camera view behind one of Big Boss's shoulders. You can then aim freely with **[R]**. Note that you can move the camera to the opposite shoulder by pressing **[R3/RT]** **[01 & 02]**.

If you point a firearm at a hostile within the weapon's effective range, the crosshairs turn red to signify that your shot will hit if you press the trigger. Over longer distances, where the crosshairs remain white, factors such as gravity and bullet spread will drastically reduce the accuracy of your marksmanship. If auto-aim is active in the Options menu (as it is by default), the camera automatically points the reticle at the nearest target whenever you ready a weapon in the firing stance, giving you a head start. (Purists may wish to head for the pause menu and disable auto-aim for a more challenging and authentic combat experience.)

To open fire, press **[R2/RT]** while aiming. If you hold the trigger while wielding an automatic weapon, the accuracy of your shots will rapidly decrease, as reflected by the increasing size of your aiming reticle. With such weapons, short, controlled bursts are almost always better than an all-out "spray and pray" approach at anything other than point-blank range.

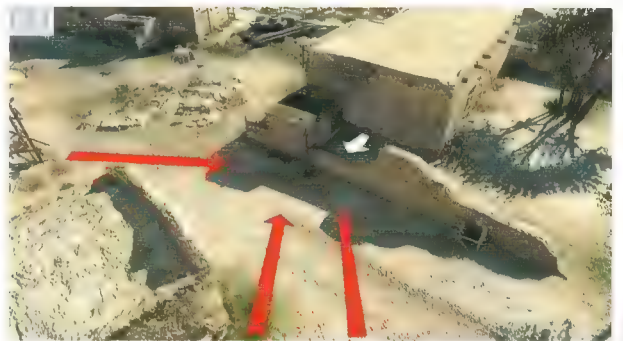
While aiming, you can switch to first-person view at any time by pressing **[R1/RB]** for greater accuracy, or to use a scope if a weapon is equipped with one; change the magnification level (if applicable) with **[R3/RT]**. You can move freely in first-person view, but Big Boss's speed is vastly reduced.

If you need to move sideways while you are aiming in a prone position, note that you can roll by holding **[L3/LT]** and tilting **[L]** left or right. This can be useful to move in and out of cover, or to dodge enemy fire and grenades.

## Taking Cover

Taking cover whenever adversaries enter Combat Status is essential: in the open, you can be cut down in a heartbeat. It is also important to be smart in your choice of cover, where anything fragile or with explosive potential should be avoided. Always try to head to a refuge that presents few opportunities for enemies to flank you, ideally with a solid barrier directly behind **[03]**. If your chosen refuge is too exposed, the need to keep track of hostiles moving in and firing from multiple angles can soon become an overwhelming task. That said, you should also be extremely wary of locations that leave Big Boss with a solitary avenue of escape — enemy grenades can easily turn a tactical cul-de-sac into a grave.

A benefit of attacking from behind cover is that you can "snap" Big Boss against a suitable wall or surface. While "wall pressed", you can jump in and out from cover immediately by holding or releasing **[L2/LT]** as required. Pick a target, usually one exposed or presenting the most pressing danger, then jump out and aim to neutralize them with a quick



shot or burst before returning to cover. Sustained fire should generally be avoided. From cover, you can safely reload by pressing **[O/B]**, monitor enemy movements or incoming grenades (which are signposted with the **[G]** icon), or even apply first aid if you sustain a serious injury.

## Reloading

If you are too casual or haphazard in your approach to reloading weapons, you will suffer dire consequences. Big Boss will reload automatically whenever an ammo clip is empty, but this process takes a few seconds, which you often cannot afford in life-or-death scenarios (such as Reflex Mode, where every second counts, or in the midst of a protracted battle).

To avoid the horror of the "dead man's click", then, you should get into the habit of reloading often and obsessively. To reload manually, press **[O/B]**. By performing this action when the time is right for you, you will avoid situations where Big Boss is left completely exposed. Ideally, you should make it a habit to reload after practically every shot that you take during stealth infiltrations, and whenever an ammo clip is at most half-emptied during open conflict.




## CQC

Close Quarters Combat (abbreviated as CQC) is a system of swift hand-to-hand combat techniques used to immediately neutralize enemies. CQC can be a fantastic alternative to weapons, offering distinct advantages: these decisive blows and throws consume no ammo (and do not wear down suppressors), they are instantly effective, and they can even be employed against multiple opponents in close proximity when executed in rapid succession. Of course, this requires you to become adept at approaching hostiles without being detected or cut to pieces, but this will become easier as your infiltration skills improve throughout the adventure.

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The most useful CQC applications during combat are as follows:




**Throw [04]:** Tilt  and press **[R2]/[RT]** to quickly throw an opponent and knock them out. The stun duration can be maximized by throwing the victim headlong into a wall, but this move is context-sensitive: no wall, no wall slam. The throw command can even be used during Reflex Mode: just sprint towards the guard who spotted you and incapacitate him before the slow motion period ends. You can employ this move against groups standing in sufficiently close proximity, knocking all enemies out by tilting the stick in the required direction and pressing the button repeatedly. The strength of each consecutive throw will increase, incapacitating enemies for a longer period of time. Bear in mind, though, that throw moves render opponents unconscious for a rather short period of time.



**Punch & Kick Combo [05]:** By rapidly pressing **[R2]/[RT]** without moving, you will unleash a series of punches and kicks. A full five-hit combo can knock an enemy unconscious for the longest possible "STUN" effect duration



COMBAT

**Restrain/Human Shield [06]:** To restrain an opponent, press and hold **[R2]/[RT]** when the distinctive  icon appears. While restraining a guard, you can change stance and move at different speeds when crouching or standing, dragging or pulling your quarry with you – or, in combat situations, employing them as a human shield. In these scenarios, you are restricted to the use of your Secondary Weapon, though you can aim and fire at any time. Enemies may hesitate to shoot if you are holding one of their colleagues, but this spell may be broken immediately if you threaten their lives. If a hostile moves within close range while you are holding a human shield, he may knock you down with a melee strike, immediately removing your advantage.



**Choke [07]:** If you need to silence an opponent that you are currently restraining, press **[R2]/[RT]** repeatedly to choke them out, incapacitating them. This effect lasts longer than tranquilizer rounds, so it's sometimes more appropriate for complicated infiltrations. It also enables you to preserve weapon suppressors until the moments where you need them most.



**Slit Throat [08]:** While restraining an opponent, press **[△]/[Y]** to slit his throat. Killing an opponent in this manner is gruesome, and leads to penalties in your final mission scores like all other non-essential deaths. That said, there may be times when you deem it a necessary evil, such as when there are enemies in pursuit who might simply wake an unconscious ally and add him to their hunting party.



## Manning Turrets

As you explore enemy outposts and bases, you will regularly encounter fixed weapons that you can operate and turn against enemies, from relatively small machine guns to mortars and powerful anti-air artillery [09].

While these emplacements definitely have their uses – taking down a troublesome enemy chopper, for instance, or destroying an approaching armored unit – they also have the obvious adverse effect of revealing your presence to everyone in the vicinity. The firepower that you gain must be offset against the fact that soldiers in the area will raise the alarm and seek to attack from multiple directions. Furthermore, don't forget that full alerts and every death that you cause have a negative impact on your final mission score, so it's generally better to leave them alone unless it's a last resort, or the best way to complete a very specific objective. Naturally, you can feel free to use them as much as you like during roam sessions if you feel a need to cut loose and raise hell.



## Weapon Types

There are many different types of weapons in *MGSV*, each with their own unique traits and ratings. Each category features a vast number of models that you can gradually develop, upgrade and customize over time by making progress in the Mother Base management metagame.



**Handguns** are one-handed weapons designed for short-range engagements. If equipped with a suppressor, they are ideal for most stealth-oriented activities. The default tranquilizer gun should be a mainstay of your arsenal in the vast majority of missions.



**Submachine Guns** are also suited for close quarters combat. Their high rate of fire gives them formidable stopping power, but there is a distinct (and tactically damning) drop-off in accuracy over greater distances.



**Assault Rifles** and **Machine Guns** are suited to combat at close-to-medium ranges. An assault rifle with a suppressor is always a versatile and reliable fallback when tranquilizer darts just won't cut it. Machine guns are a better choice when you actively anticipate open conflict against strong opponents.



**Sniper Rifles** are accurate over long distances, with the precise range determined by the model and scope. They boast extremely high penetration power.



**Shotguns** offer unparalleled stopping power and damage potential at close quarters.



**Grenade Launchers** and **Rocket Launchers** can destroy or disable vehicles and equipment (such as anti-air radar dishes), or be employed to take down multiple enemies simultaneously. They can also be deadly for Big Boss if used incautiously.



**Throwing Weapons** include obvious staples such as grenades and tactical gadgets (such as decoys) that can be lobbed over short-to-medium distances.



**Placed Weapons** include C4 explosives and mines that can be employed for the strategic destruction of enemy assets, to create diversions, or to engineer ambushes and traps.

As a rule, lethal weapons prove far more efficient in open combat than those that stun or tranquilize opponents. We generally recommend you rely on a non-lethal weapon with a suppressor for infiltrations, but switch to more powerful firearms when combat is unavoidable.

Though you can call for a supply drop of alternative equipment during a mission, it's generally a good idea to pay attention to available intelligence and choose appropriate weapons before you deploy. If the objective may involve contact with enemy vehicles or the destruction of a specific target, a grenade launcher or rocket launcher makes sense (and you should always carry C4 – it's brilliant for contingencies). If you are to infiltrate a position (a base, a village) with a suitable vantage point that overlooks the area, you could potentially simplify your job by neutralizing targets with a sniper rifle in advance (ideally with a suppressor equipped).





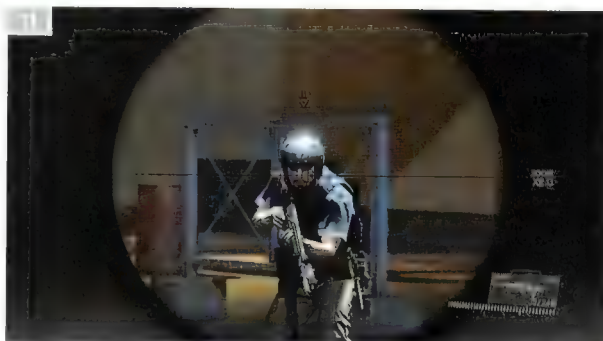
## Bullet Penetration & Armor

As you make progress in the storyline, you will begin to encounter enemies equipped with body armor and helmets [10]. Not only are these protections impervious to tranquilizer rounds, they also prove very effective at stopping actual bullets. To dispatch such enemies easily, you either need to land precise shots to their unprotected faces [11], or assault them with powerful weapons such as sniper rifles, launchers and explosives.

Bullet penetration and overall damage is also factored in other situations, such as when you attempt to destroy enemy equipment. You might, for example, decide to shoot out a searchlight on a tower to facilitate an infiltration or create a distraction. In this instance, a tranquilizer round would just bounce straight off; a handgun or assault rifle loaded with standard bullets would break the glass; a powerful sniper rifle would break not only the glass, but continue onwards and kill a soldier manning the searchlight; a rocket launcher or grenade launcher projectile, meanwhile, would level the entire watchtower.

As a general rule, handguns and submachine guns have low penetration and are only appropriate when used against enemies who are not wearing specialist armor, or when directed at exposed parts of the body for those who are. Assault rifle and machine gun rounds can, if sufficiently powerful, punch through soft surfaces, such as a wooden crate that an incautious guard might be hiding behind, or dislodge a helmet to enable a clear headshot. Sniper rifles, meanwhile, will fire through anything other than a stone or thick metal surface, and can even neutralize two enemies simultaneously if the opportunity presents itself.

When you face tanks or other armored vehicles, put all standard firearms aside – standard bullets are approximately as effective as the power of dance or a raised eyebrow. Only explosive weaponry (launchers and C4) will suffice if you resolve to destroy them, and you may require three or four direct hits to finish the job. However, once you unlock the Cargo 2 Fulton device upgrade, you can employ a brilliant trick: sneak up on the vehicle in question and disable it with a balloon extraction. Not only will you remove a deadly foe from the battlefield, you'll acquire another valuable asset for Mother Base.



## Evading Battle

Given that battles can prove witheringly difficult, especially if the enemy is in a position to wear you down with waves of reinforcements, the easiest solution is sometimes to leave them far behind. The best way to achieve this is generally to sprint away from your pursuers, darting from cover to cover to avoid incoming fire, and – once you break the line of sight – escape by simply outpacing them. The moment that opponents lose sight of you, they will focus on your “last known position”, which is represented on your iDroid map by a glowing orange circle.

Once you have shaken them off and moved clear of your last known position, one option is to hide and wait for the alert phase to end. Alternatively, you can also attempt to skirt around the mission area and approach it from a completely different angle. If there is an alternative entrance, you can actually greatly benefit from the diversion that you created, as the commotion often draws guards from critical posts – possibly leaving you free to reach a mission objective with relative ease [12]. Alternatively, you could exploit the confusion to pick off guards one by one as they separate from the rest of the search party.





# [A] LESSON #05: NAVIGATION

One of the greatest challenges you will face in the massive *MGSV* sandboxes is the simple process of moving between locales. Naturally, running and riding will always get you there – eventually – and there are usually things that you find to make these extended hikes worthwhile. When you just want to get straight to business, however, it pays to know how to reduce journey times.



## Using The iDroid Map

You can access your iDroid map at any time. One important point to keep in mind is that time does not stop (in other words, the game does not pause) while you study your map or any other iDroid feature. If enemies spot you while you are planning a journey or checking the position of a mission objective, they will raise the alert, so make sure you only do so while far from another soul or in a suitable place of concealment. The same principle applies to moving targets. If you're tailing a soldier or following a convoy, for example, they will continue to travel while you are using the iDroid.

- **Map Controls:** Use **L1** to move around the map, **R1** to rotate the camera, and **L2** & **R2**/**LT** & **RT** or **R3**/**TR** to control the zoom level. To see a description of any icon on the map, move the cursor over it. You can also press **PS** to change the map's orientation, and change the map display style to Aerial Photo.
- **Markers:** Markers are icons that you can manually place (or remove) on the map with a simple press of **X**/**A** (or by pressing **L2**/**LT** when you are looking through the binoculars). Each manual marker is easy to track due to its unique letter. Once placed, a marker on the map also appears directly in-game, on your screen, making navigation towards the point in question much easier. It only disappears if you remove it or arrive at the specified destination. We can't emphasize enough how useful it can be to make it a habit to drop map markers regularly, especially while you are less than familiar with the environment.
- **Map Mode:** By default, the map is locked in an orientation where up is north, which makes it easier to navigate (and is also the convention that we use throughout this guide). If you would rather have the map lock to Big Boss's icon, with the map rotating around him, press **PS** while on the iDroid map.
- **Map/Nav Mode:** If you need to move around while keeping an eye on the map in real time, press **A**/**Y** from the iDroid's main map screen. In this navigation mode, your movements are slow and abilities restricted (you cannot open fire, for example), but this can nevertheless be useful if you are tracking down a specific collectible or point of interest [**L1**].
- **Map Icons:** All marked enemies and objects, places of interest, points of interactivity and active waypoints are represented by icons on the map.

## Key Map Icons

	Player Character		Side Ops (Standard)
	Player Character: Most Recent Steps		Side Ops (Important)
	Ally/Prisoner		Last Known Position
	Marked Enemy		Custom Marker
	Marked Object		Resources
	Mission Objective		Landing Zone



## Travelling Efficiently

Given the immense size of the *MGSV* play areas, travelling between destinations can prove extremely time-consuming. There are, however, ways to optimize or abbreviate your journeys.

### Map Reading


Even though you will find the maps in this guide to be an invaluable aid to navigation, learning to read your iDroid map is still a key skill that you should try to develop. Before you set off on a long journey, studying the map in advance can save you several minutes of travel.

There are three things to consider carefully. Firstly, your map gives a clear sense of the exact elevation of each area of terrain. If your route takes you through a flat desert, chances are you will be able to move in a straight line, heading directly for your objective. Conversely, if you move through mountains or canyons, the only path available will probably be winding, which you can double-check on the map. Paying attention to the precise topology will also reveal which vantage points can be found close to enemy facilities for reconnaissance purposes.

Secondly, your map faithfully depicts every detail of each area, enabling you to identify shortcuts and dead ends [02]. While going through rocky areas, for example, there are sometimes shortcuts that enable you to avoid long detours around hills and mountains. Some of these offer alternative approaches to enemy facilities, often giving you a commanding view of the area – or, potentially, a point of infiltration with fewer guards to worry about.

Lastly, your map is a great tool to gauge distances. To find out the exact distance that separates you from a destination, drop a marker and the distance in meters will appear directly on your game screen. Making lengthy hikes on foot (or even on horseback) can take several minutes, and require you to take detours to bypass obstacles such as enemy outposts and patrols. In these instances, it can be better to choose another form of travel.

### Buddy Choice

Once you unlock new companions later in the story, your choice of Buddy can help you to travel more efficiently. While riding D-Horse is by far the fastest way to traverse long distances (don't forget to use  to gallop), other Buddies can offer benefits that may justify a decision to get there under your own steam. Your second companion, for example, has a unique aptitude for identifying enemies from afar – which helps to prevent instances where you accidentally stumble upon patrols, vehicles or outposts. A third Buddy can be ordered to move ahead and scout locations on your behalf, providing useful intelligence in advance of your arrival.

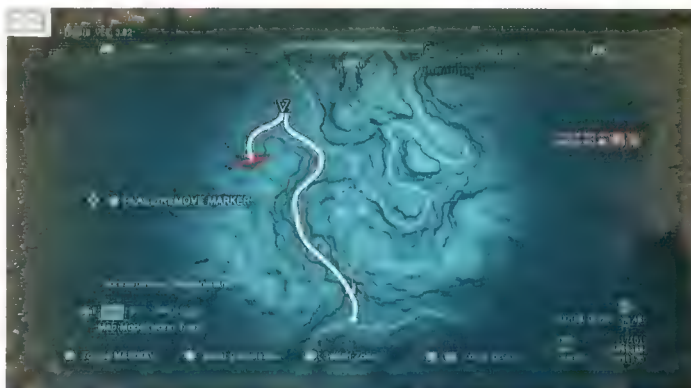
If you wish to change Buddies during the course of a mission or while free roaming, be aware that you can do this via the Buddy Support option on the iDroid's Missions tab (see page 38 for details).

### Fast Travel

Though *MGSV* doesn't feature a fast travel system per se, there are two methods that you can use to transfer between

distant locales. The first one involves using cardboard boxes to have Big Boss loaded on enemy trucks and transported automatically to a destination of your choice. To achieve this, all you need to do is pick up the "invoice" collectible on as many cargo loading platforms (also referred to as "Delivery Points" in the game) as you can. Every one that you retrieve becomes a new travel destination that you can reach by hiding in a cardboard box while standing on another cargo loading platform [03]. After a short delay, a truck will pick up the box, and you can then "warp" directly to any other cargo loading platform that you have unlocked so far. This is probably the fastest way to reach a remote destination on your current map.

The second method is to call for a chopper pick-up via the iDroid interface, then redeploy elsewhere in the same theater from the Aerial Command Center. This process actually takes a few minutes, as you have to wait for the chopper to arrive at a nearby landing zone, then select a new LZ where you can redeploy after the ensuing cutscenes. This isn't immediate, granted, but it's still much faster than the process of running or riding for miles.



## Free Roaming

Don't be too quick to always abbreviate journeys or skirt around outposts and other enemy-controlled locations. *MGSV* rewards free roaming, providing long-term benefits to those who take the time to explore the map. This doesn't necessarily mean that you need to wander the vast expanses aimlessly in search of secrets, of course. Exploring and plundering the points of interest that you encounter naturally while completing missions and side ops is more than enough to bankroll steady progress in the Mother Base management side of the game.

*Metal Gear Solid V*'s maps are designed in such a way that you will encounter at least one enemy outpost, occupied building or base between mission starting points and objectives, offering plenty of opportunities to gather resources. If you habitually bypass these and never take the time to wander from the beaten track, you could starve Mother Base of essential resources and funding. This may, ultimately, cause the gradual unlocking of new equipment and features to slow, leading you to fall behind the game's natural difficulty curve. We'll return to this topic towards the end of this chapter.

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NAVIGATION




## [] LESSON #06: RESOURCES & COLLECTIBLES

The sheer quantity and variety of resources that Big Boss can find in the field or accumulate via Mother Base (and its associated enterprises) might seem baffling during the early hours of a first playthrough. Worry not. In essence, the vast majority of these can be regarded as currencies that are used to obtain benefits from the multilayered in-game economy. They are not only the primary means by which you unlock equipment, but they also bankroll and facilitate the expansion of Mother Base – which enhances your ability to accumulate and process further resources, wealth begetting wealth.


The systems that underpin *MGSV*'s management metagame generally consume or provide resources, but sometimes both. However, early in the story, the primary engine for Mother Base's economic growth is Big Boss's ability to accumulate resources during missions and free roam sessions. If you are picking up or Fulton extracting everything that isn't nailed down whenever you can – and you really should – you'll reap the benefits.

Here is a description of the game's core resources and collectibles:




**Money (GMP) []:** The in-game currency is called Gross Military Product, or GMP. You acquire GMP mostly by completing missions, sending your recruits on Combat Deployment assignments (unlocked relatively early in the story), and by picking up Rough Diamonds while exploring the map. GMP, in conjunction with processed materials, is required for practically every aspect of the Mother Base business, from weapon research and upgrades to building and expanding new facilities. You also spend small sums of GMP to perform certain actions while on the ground, such as the attendant costs every time you use the Fulton Recovery Device or order a supply drop.




**Recruits []:** You can obtain new recruits by extracting incapacitated enemy soldiers and prisoners from the battlefield with your Fulton device, or by completing Combat Deployment assignments. New staff are then assigned to the most appropriate Mother Base department, thereby improving its productivity or proficiency. Some recruits are Specialists, usually acquired during main missions or side ops, who have skills with very specific applications (such as translators, or engineers who unlock new R&D projects).




**Processed Materials []:** Processed materials such as fuel, metal and biological resources can be obtained either as collectibles when you explore the map, or as rewards from Combat Deployment assignments successfully completed by your staff. These materials are required to develop a multitude of weapons, devices, upgrades, and the facilities at Mother Base. Later in the game, you will acquire the ability to Fulton extract shipping containers of unprocessed materials from enemy positions. These actually have to be refined at Mother Base (which takes a little time) before they can be invested as resources.




**Medicinal Plants []:** Plants can be collected as you find them while in the field. They can also be supplied as a reward, usually in significant quantities, when your recruits complete Combat Deployment missions. Medicinal plants are employed to develop or manufacture various items. For example, you need Golden Crescent to create tranquilizer rounds, African Peach for sleeping gas, and so forth.



**Vehicles & Turrets []:** Once you have researched the Cargo 2 upgrade for the Fulton device, you can extract not only enemy soldiers, but also turrets, light vehicles and even tanks. These are automatically transferred to Mother Base, where they can be employed to complete Combat Deployment missions that require their use, strengthen the base's defenses, or deployed on the battlefield for Big Boss to use in missions. If you lose vehicles, they are gone for good. If you order one for a mission, don't forget to Fulton extract it before you leave!



**Buddies []:** Your Buddies can also be seen as resources in a sense, as completing missions with them develops your relationship with them, which gradually unlocks new skills that you can put to use on future assignments. You will also invest significant sums of GMP and resources to improve their equipment as their bond with Big Boss grows.





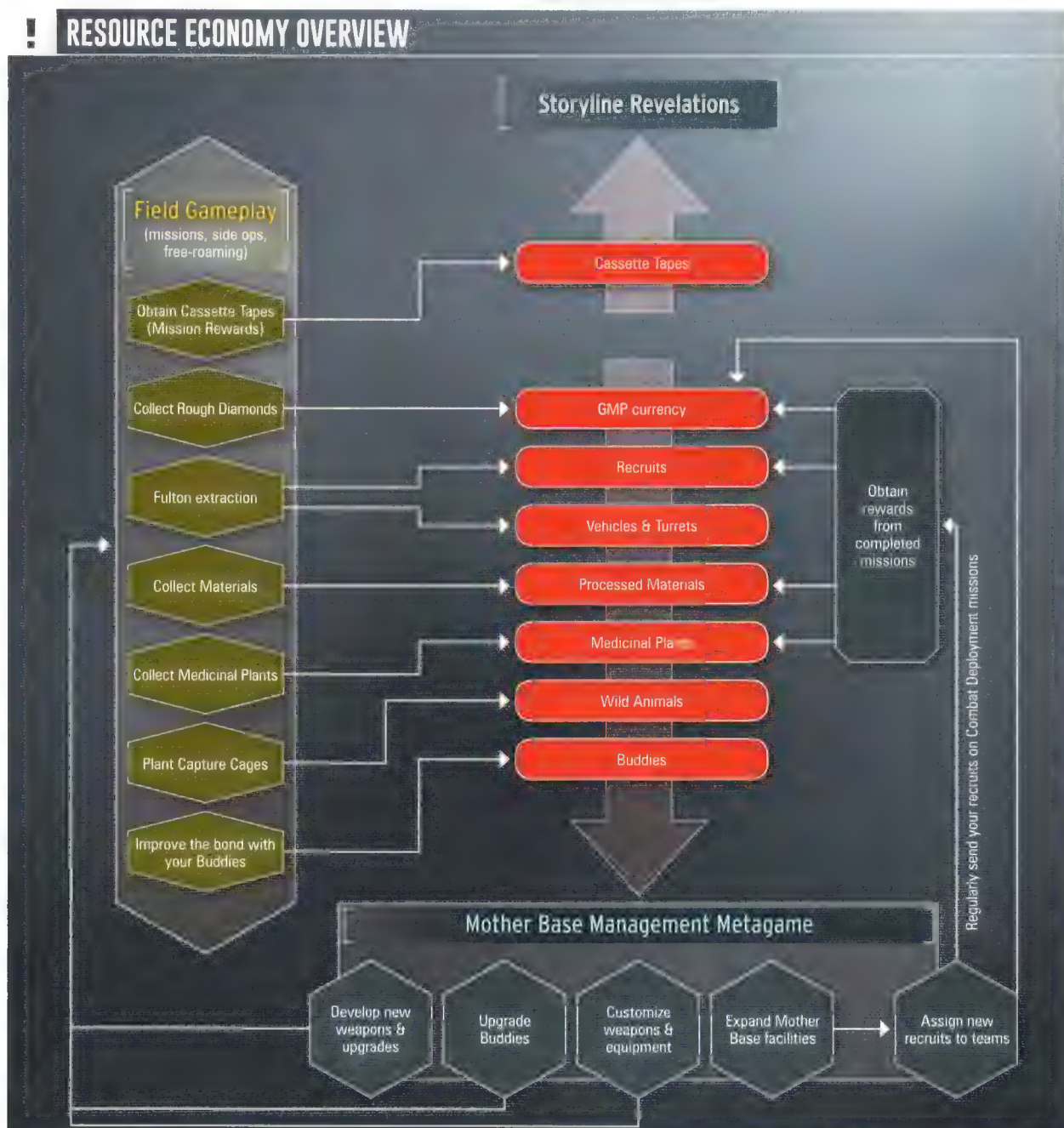
**Wild Animals [07]:** You can capture wild animals, either with capture cages (convenient for small animals) or by tranquilizing and extracting them with the Fulton device (the only option with large targets). By collecting all available creatures, you can build up a unique menagerie on a dedicated platform back at Mother Base and obtain various rewards.



**Cassette Tapes [08]:** There are many Cassette Tape collectibles that you can pick up while exploring enemy bases or obtain by completing specific missions or achieving certain feats. The ones you collect manually are usually songs that you can then listen to at your leisure, but those unlocked as mission rewards are a rich source of story information that brings the wider world of *MGSV* to life – and even, in some instances, offer closure or reflection on prior plot strands. Rather than rushing to listen to them the moment they are unlocked, we suggest that you save them for long journeys: they really help the miles to fly by.

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

RESOURCES





## [ ] LESSON #07: TIME MANAGEMENT

Time is a critical factor in *Metal Gear Solid V*, and something that you need to manage carefully. In this section, we offer a brief overview of how time affects the game world – and ways in which you might turn that to your advantage.

- **Time Flow:** Time flows constantly in the game, at a rate of one in-game minute for each three real-life seconds. Time only stops when you pause the game. When you open the iDroid, be it to consult your map or to manage Mother Base, the clock continues to tick. Therefore, if a guard's patrol leads him to discover you while you use the iDroid, the game's usual mechanisms will apply: Reflex Mode will be triggered, and all enemies will enter Combat Status should you fail to react. Of course, you can also use this to your advantage. When you trigger an alert phase, for example, you can hide and use this opportunity to manage Mother Base while you wait for guards to tire of the search and return to their posts.
- **Day/Night Cycle:** The current time of day can have a profound effect on mission difficulty. It is usually easier to infiltrate areas at night – though frequent use of twilight deployments will cause enemy forces to make regular use of night vision goggles. During the day, there is often a greater need to incapacitate guards to clear a path. For a full appraisal of the differences between night and day when it comes to infiltrating enemy bases, see page 19. Day and night commence at 06:00 and 18:00 respectively. The twelve in-game hours it takes for a full day or night to end correspond to thirty-six real-life minutes; you can check the current time via the iDroid interface. You should also pay close attention to automatic prompts. If your iDroid informs you that daybreak is imminent, that might not be the best time to attempt to crawl over open ground surrounded by assorted sentries and patrols...
- **Weather Conditions:** Sudden shifts in conditions can have a bearing on your efficient use of time. For example, the reduced visibility that accompanies a sandstorm might enable you to easily bypass a complex configuration of guards. If you are unfamiliar with a base layout or need to Fulton extract assets, however, you will need to wait out the storm to continue. Whenever weather conditions cause a delay, treat it as an opportunity to check on Mother Base and listen to Cassette Tapes.
- **Phantom Cigar:** As long as there is not an active Combat Status or Alert Status (and you are not fighting a boss), the Phantom Cigar is an item that you can use to greatly accelerate the flow of time to reach a specific hour [01]. To activate it, hold  to display the Items window and select the cigar with . Time will then speed up; you can stop the process at any point by tapping .
- **Travel Time:** As you probably know by now, *MGSV*'s environments are so vast that travelling long distances by foot (or even riding D-Horse) can become a chore. You can make these commutes worthwhile by turning them into excursions, exploring the areas you pass through and collecting valuable resources, but there are ways to speed up journeys if you so wish – see page 33 for details.
- **Combat Deployment:** Combat Deployment is a feature whereby you can send your Diamond Dogs recruits on virtual assignments to obtain payments and other valuable rewards. The moment this feature is unlocked, make it a habit to constantly have as many men as possible away on missions while you attend to your own affairs. They will return after the specified duration, furnishing you with a steady supply of currency, resources and staff. With Combat Deployments, the passage of time always works in your favor. If you need to step away from *MGSV* for a while, and Big Boss is in no immediate danger of detection, it makes sense to leave the game running.
- **Multitasking:** Whenever you need to travel long distances, wait for a specific moment in time or attend to Mother Base management, it makes sense to play story-oriented Cassette Tapes. You will unlock dozens of these during play, and they all contribute to the overarching storyline – indeed, some even feature critical revelations that help to make sense of major events, or provide closure for certain plotlines.





## [!] LESSON #08: INVENTORY MANAGEMENT

PRIMER



Once you have been deployed to the battlefield, management of your equipment (particularly in terms of the items that you use most regularly, such as ammunition, suppressors and Fulton devices) becomes a pressing concern.

■ **Maximum Carrying Capacity:** You can carry two Primary Weapons, two Secondary Weapons (one of which has to be a prosthetic arm), eight Support Weapons, and eight items. Once you are at the maximum carrying capacity in each category, you must discard an existing piece of equipment to pick up another.

■ **On-Site Procurement:** When you neutralize an enemy, he will drop the weapon he is carrying. To pick it up, hold **○/B**; this will replace your current weapon in the same category, with both firearms involved in the swap shown onscreen. You can also replenish ammunition automatically by moving close to a dropped weapon that uses the same type of bullets **[02]**. When presented with the choice of adopting an interesting firearm that you find, first think about your objectives and play style. Even if you have access to a powerful grenade launcher, what good will it be to you if your current objective calls for a stealthy infiltration? Does the new firearm have sufficient ammunition to make the trade worthwhile? As a rule, it is advisable to always have at least one weapon with a suppressor for stealth scenarios, and another suitable for crowd control.

■ **Changing Weapon:** When time is of the essence, you can use the Quick Change function to change equipment without losing a second. Simply tap **○** in the corresponding direction to change gear instantly: **↑** for Primary Weapons, **↓** for Secondary Weapons, **→** for Support Weapons and **←** for items. Alternatively, you can hold the required direction on **○** and choose your weapon or item manually with **B**.

■ **Weapon Limitations When Carrying:** You cannot use your Primary Weapon while carrying a body. If you have your Primary Weapon equipped when you pick someone up, you will automatically switch to your Secondary Weapon **[03]**. This is a major consideration whenever you are required to deliver an injured prisoner to a landing zone for helicopter extraction. If events conspire to make handguns inappropriate, it's usually wise to place the prisoner in a safe spot and return to collect them once active hostiles have been neutralized.

■ **Supply Drops:** If you run out of ammo or realize that you need a completely different weapon type during a mission, you always have the option to request a supply drop from Mother Base – our next topic.

TIME MANAGEMENT

INVENTORY  
MANAGEMENT



## [🔧] LESSON #09: TACTICAL SUPPORT

Though you are mostly required to rely on your own wits and ingenuity once deployed on the battlefield, with only a single Buddy at a time to provide direct assistance, you can also call for support from Mother Base at practically any time. Each intervention or delivery has an attendant cost in GMP and resources, though, and may have a negative impact on your final score if a mission is in progress. That said, the (usually nominal) sacrifices are offset by the tactical advantages that these requests can provide.

- **Supply Drops:** The ability to summon supply drops is probably the most useful of all, and one that you should take advantage of whenever required. You can request either a drop that will fully refill ammo and stocks of Support Weapons and items (including the all-essential suppressors and Fulton devices), or the delivery of new armaments – say, a rocket launcher to deal with a tank with a persistent interest in your whereabouts. For extended stays in the field, supply drops are a must: never feel obliged to make do with what you have, or use inappropriate weapons through a misguided sense of thrift, as it simply isn't necessary. When you request a supply drop, it will be dropped at the position you specify after approximately one minute. If you are on the move, take this into account and order the drop to fall a few hundred yards in front of your current location. If you are stuck in a confined space, or even lying down and unable to move far, take care to avoid an unfortunate incident where the package lands on its hapless recipient [01].



- **Changing Buddy:** Just as you can change weapons during the course of a mission, you can also switch Buddies. When you give this order, your current Buddy is extracted immediately, and the new one joins you after a brief delay of approximately one minute. Companions severely injured during combat are automatically airlifted back to Mother Base, and you will fight alone until you request for another to join you (if available).



- **Helicopter Extraction:** In many missions, you will need to rescue targets that cannot be extracted with the Fulton device because they are too frail to survive the rigors of the experience. Many assignments also require Big Boss to depart the mission area in a hurry, which, if he stays on the ground, might expose him to dangerous adversaries or necessitate a time-consuming exfiltration. In such instances, calling a chopper for a swift pick-up is the most obvious solution [02]. When you choose a landing zone, take your current position and the enemy presence in the area into account. Each chopper will offer some degree of fire support if required, but can also be damaged or destroyed (though you can upgrade their weapons and armor over time). Whether you take the time to clear an occupied LZ or hike to a more distant but secluded rendezvous is entirely your choice, but going that extra mile (sometimes literally) is generally faster and safer if the option is feasible.
- **Fire Support:** If you are in a dire predicament, you can request fire support from Mother Base, with options including the bombardment of a zone with an artillery strike and the dispersal of smoke. The full range of military support options are unlocked as you progress through the story. As a rule, aggressive interventions by your allies tend to be extremely powerful, capable of turning the tide of a battle. The downside, of course, is that this leads to a mission score penalty (a maximum cap of an "A" grade), but this is not something you need to worry about when you play a mission for the first time. The best way to learn about their use is to experiment for yourself, but a word of warning: if you order an air strike, be sure to leave the targeted area or seek shelter...
- **Delay:** Whenever you call for tactical support, it is essential that you take travel time into account. This usually takes approximately one minute. If you run out of rocket launcher ammo while facing a tank on open ground, for example, sixty seconds is a *long* time. Similarly, if you have hostiles in hot pursuit as you arrive at an LZ, you (and any individuals that you might be extracting) will be sitting ducks until the chopper arrives and completes its descent. In short, always try to anticipate a need for supplies or direct intervention before it becomes a matter of urgency. If you are in the process of sniping enemies from afar with only a single clip remaining, then, request a supply drop immediately so that it arrives *before* you run dry – not after.





## LESSON #10: WILD CARDS

PRIMER



If you hit a brick wall during a mission and simply cannot seem to fulfill a mandatory objective, there are a few features that you can use to tip the odds in your favor.

- **Buddy [03]:** Choosing the right Buddy can make a world of difference, especially if you use the full range of their abilities. Your second combat companion, for example, has a knack for pinpointing the locations of enemies and prisoners alike, and more besides – intelligence that will save both time, and, often, lives. Another ability enables this Buddy to create distractions. There are other Buddies with unique abilities and fantastic applications, but for now we'll leave you to discover them by yourself during the course of your playthrough.



- **Chicken Hat [04]:** If you really struggle to complete a complicated infiltration, the game will automatically offer to grant you the boon of the Chicken Hat. You can also activate this manually via the pause menu: select Game Settings to find the required option. This accessory makes you much harder to spot, granting a form of quasi-invisibility. Though perhaps not the most satisfying conclusion, it's a trick you can resort to when you really feel the need to move on to a fresh challenge. Use of the Chicken Hat restricts your mission score to a maximum A grade – but don't let this dissuade you, as mission scores are essentially meaningless until you master key gameplay systems.

TACTICAL SUPPORT

WILD CARDS



- **Fire Support [05]:** As mentioned in the previous section, summoning air support from Mother Base gives you a massive edge on your opponents. You can use these raids to raze an entire area, disperse smoke or sleeping gas, or even to change the weather conditions. If a battle spirals out of control, or if you do not have the time or inclination to pick your way through a well-guarded perimeter in the latter stages of a long mission, this feature can be your get-out-of-jail-free card. As with the Chicken Hat, use of this feature will limit your final mission grade to a maximum A rating.



# LESSON #11: MOTHER BASE

Mother Base is the offshore facility that is home to Big Boss and his Diamond Dogs — a hub that you can visit when you please, and a location that hosts major story cutscenes and a selection of activities. Certain events and cinematics, for example, are only triggered if you visit specific platforms or individuals at an appropriate time, and there are also dozens of collectibles hidden throughout the map. As a fringe benefit, being seen by Diamond Dogs troops while moving around the facility will provide a boost to their morale.

Mother Base is also a virtual space that you can interact with at any time by opening the iDroid menu. Press **(L1)/[LB]** to access the Mother Base tab for all administrative tasks, or **(R1)/[RB]** to access the Missions tab from where you can send your recruits on Combat Deployment assignments. We offer an introduction to the most critical features in this section, each one describing the management functions accessed via iDroid menu options.

## "Staff Management": Assigning New Recruits

You will secure the services of hundreds of new recruits to Mother Base during the course of the story, both by extracting individuals from the battlefield with your Fulton device and by undertaking Combat Deployment assignments. As Big Boss's fame grows, you will also obtain volunteers between missions. Unless departments are at full operational capacity, new recruits are automatically assigned to the division appropriate to their abilities. If there is no space, prospective Diamond Dogs are placed in the waiting room, awaiting an opening or your direct intervention.

There are two methods to assign recruits found in the waiting room tab:

- **Automatic Assignment:** In the iDroid's Mother Base tab, select Staff Management. Press **(R3)/[Y]** and, when the two available options appear, choose to delegate recruits in the waiting room to appropriate jobs, or, if you wish, reassign your entire staff to their best roles.
- **Manual Assignment:** Select individuals of particular interest with **(X)/[A]** to bring up a menu that enables you to transfer them between departments. You could use this (as a typical example) to boost the overall rating of the R&D Team to unlock a research opportunity that you are eager to secure immediately. Generally, though, this degree of micromanagement isn't really necessary. If you wish to fire a staff member, use the "Dismiss" option.

As you must necessarily leave most human resources decisions to the Mother Base AI, less gifted staff in oversubscribed roles will be automatically reassigned or dismissed when superior hires are made available. If you become attached to a specific individual, you can even highlight their name and press **(L2)/[B]** to give them a permanent contract, maintaining their presence until you revoke this special privilege. You will find that automatically reassigning all base staff once in a while can help to keep all departments operating at their best potential level.

To help you identify the strengths and weaknesses of each recruit (including all potential hires that you encounter in the field), the game uses a rating system. These grades are letters used to represent an individual's prospective competence for the six primary Mother Base departments. The complete hierarchy of ratings is, from worst to best, E-D-C-B-A-S. Every individual has a grade associated with the main departments, meaning that a recruit who has their highest rating in the R&D category will be a natural candidate for the R&D Team, and so forth. It's all very straightforward.

Here is a brief description of the various departments that become available as you expand your Mother Base facilities:



**Combat Unit:** The troops that you send on Combat Deployment assignments.



**R&D Team:** Develop weapons and items on your command when requirements such as department levels, resources and GMP funds have been met.



**Intel Team:** Provide operational support in the form of intelligence, such as iDroid map updates and notifications, whenever you are in the field.



**Medical Team:** Provide treatment for sick or injured staff.



**Support Unit:** The team who provide supply drops and fire support when requested.



**Base Development Unit:** Dedicated to the essential task of procuring and processing vital materials and the development or expansion of base facilities.



**Security Team:** Established much later in the story than the other departments. Used to protect your facilities from outside threats.

The more staff that you assign to a team and the higher their rating in the corresponding attribute, the more features and upgrades you can potentially unlock. Some innovations require that multiple departments reach specific levels before new tech or abilities become available for research or use.

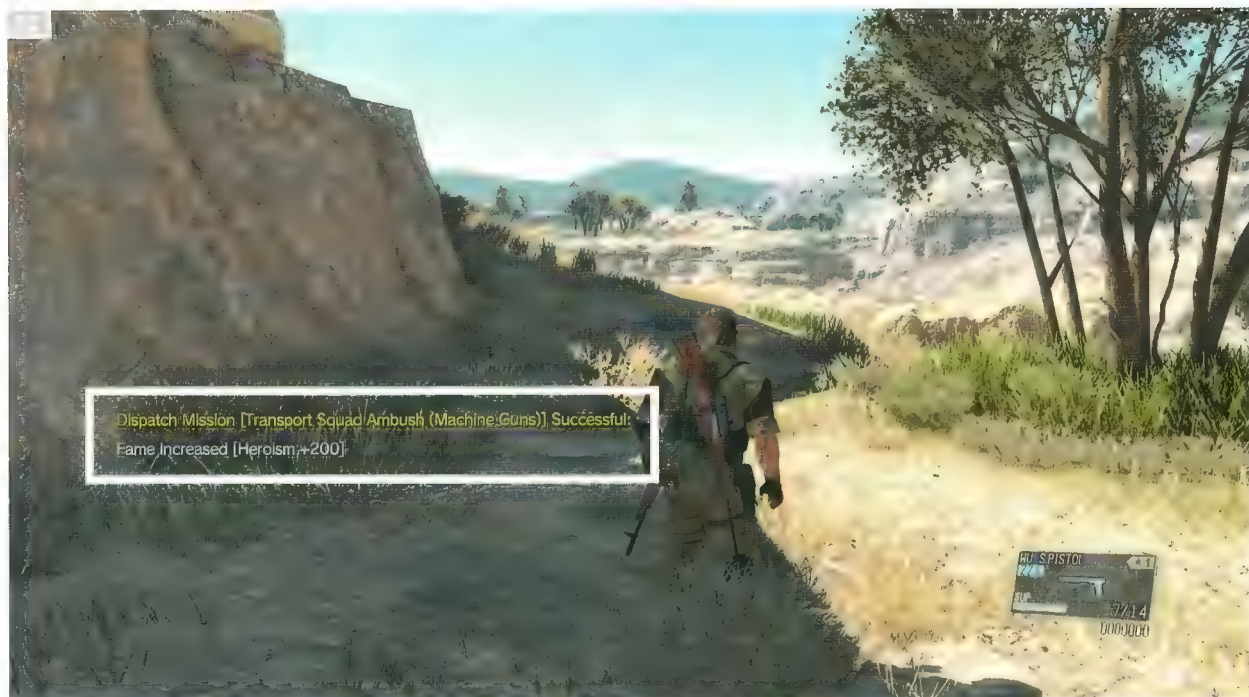


By upgrading your Int-Scope binoculars, you can learn more about an individual's potential ability when you study them **[OT]**. From this point forward, you gain the ability to be a little more selective in your choice of who to extract. As a rule, the ratings of the enemies you can recruit improve gradually as you advance in the storyline. Early on, most soldiers are of D or C grade at best. Over time, though, the quality of prospective staff that you encounter rises.

During the first half of the story, quantity is perhaps more important than quality: take everyone that you can get. When you reach the staff limits for each department, be sure to increase the employment capacity by ordering appropriate Mother Base expansions. Later, it pays to be more selective in whom you extract. Scan all enemies that you encounter during missions or while free roaming, and choose to pressgang only those who offer a noteworthy level of expertise (B, A and, especially, S).

In addition to the teams and units described here, there are a few other sections of the Staff Management menu that warrant a quick introduction. The Sickbay is where injured or unwell staff are treated; patients are removed from active duty while bedridden. The Brig is where troublemakers or those yet to sign up with Diamond Dogs spend their days until released to an appropriate department. Finally, the KIA/Former tab provides a list of erstwhile staff who have been dismissed, or sadly succumbed to illness or injury.





## “Combat Deployment”: Send Recruits on Assignments

Combat Deployment is probably one of the most lucrative (and therefore essential) systems in the entire game. Accessed via the Missions tab in the iDroid menu, this option enables you to send troops in your Combat Unit on assignments while you continue with your own objectives. This will become your principal method of securing large quantities of key resources and considerable GMP payments as time goes by. Without these rewards, the development of Mother Base and most associated projects will eventually slow to a crawl.

The process is easy: simply highlight a mission from the list, check its details (in particular the duration, chances of success and rewards), then confirm once you are ready to commit a team to the duty. Missions can lead to serious injuries or death, so always try to opt for assignments that have a very good projected success rating. The highest possible chance, 95%, should be the baseline you favor to ensure that your men will survive in most instances, though there is nothing to stop you from pressing your (or, more accurately, *their*) luck if you feel so inclined.

With most commissions, you can simply select an appropriate staff grade from the deployment menu and send an auto-assigned group of troops on an operation within seconds. For difficult missions with noteworthy rewards, however, you may wish to hand-pick your best possible team: press **△/Y** to enter the appropriate menu, then use **□/X** to select or deselect soldiers.

Once a squad has been deployed, you can safely forget about them until a notification informs you of the mission results and rewards [02]. Time flows constantly in *MGSV* (pause screen excepted), so make a habit of having the maximum number of Combat Deployment assignments active at any one time. By default, you can only have two missions in progress at once, but this total can be extended later in the game by building Forward Operation Bases — a topic we introduce overleaf.

Every time a Combat Deployment mission is completed, the corresponding rewards are made available for collection in the Mother Base tab of the iDroid menu. You can go through each reward individually, or collect them all at once by pressing **□/X**.



## “Development”: Unlocking New Gear & Upgrades

While the Combat Deployment system is the mechanism by which you accumulate great financial and material wealth for the Diamond Dogs operation, the Development menu is where you'll invest most of your gains. Available via the iDroid's Mother Base tab, this option enables you to spend your resources to create brand new pieces of gear and furnish existing equipment with upgrades.

The usefulness of the objects that you can acquire via the Development option goes way beyond just providing a mere quantitative increase in the range of toys you have to play with. Throughout the course of the game, it unlocks many new firearms and tactical items that can **completely** change your approach to missions.

New research opportunities become available as you make progress in the Mother Base management metagame, mostly by hiring more and better recruits to level up the various departments. For certain projects, however, you will also need to secure corresponding blueprints. Blueprints are collectibles that appear in very specific positions, usually in key bases and outposts visited during important missions and side ops, or are acquired via Combat Deployment assignments.

Your initial setup in the early game consists of a silent tranquilizer pistol, a couple of automatic rifles, and a few support items. Over time, though, you'll develop an incredible arsenal of weapons and gadgets that not merely help you to beat future challenges, but to replay previous missions in completely different ways. As a simple example of this, a set of objectives that you might tackle one way with a silenced sniper rifle that fires tranquilizer rounds will play completely differently if you enter the fray with an advanced magazine-loaded grenade launcher. There are inventions such as the Decoy (inflatable soldiers designed to fool enemies), Stealth Camo (offering temporary invisibility) or even items as exotic as Bait Bottles (vials that attract wild animals to a location, with much potential for mischief) that provide boundless potential for experimentation.

When you study a weapon via the Development menus, its stats are represented with blue bars in the window on the right-hand side of the screen. Any bar segment of a different color corresponds to stat differences between the weapon you're looking at and the weapon of the same category you are currently equipped with. If the segment is red, it means the weapon has a lower stat (the red portion corresponds to the attribute points you will be losing if you equip the weapon). If the segment is yellow, it means the weapon you're looking at has a higher stat (the yellow portion corresponds to the attribute points you will be gaining if you equip the weapon). You shouldn't always read too much into stat differences between armaments in different categories: rocket launchers have lousy Penetration stats when compared to sniper rifles, but it only takes a moment to realize that this really doesn't matter.

In addition to developing new weapons and gear, you can also enhance staple pieces of equipment that will enable you to better supply Mother Base with required assets. First and foremost, you can upgrade your Fulton Recovery Device — and you should, at every available opportunity until its full potential is met. At first, it only allows you to send back individual people. With successive enhancements, though, you can double Big Boss's Fulton device carrying capacity, and then extract heavier items such as turrets, leading later to an iteration where you can lift cargo containers and vehicles [03]. Many advanced Combat Deployment missions have specific requirements that cannot be met without a duly upgraded Fulton device (for example, that you own at least one truck), so do everything in your power to fully develop this technology as soon as you can.

Another key item to upgrade is your Int-Scope binoculars, as this device increases the amount of information you can obtain by analyzing enemies. Once you have access to their individual attribute ratings, you can determine in advance which soldiers are worth extracting to Mother Base. This can save literally hours of play time, and it will also enable you to identify and target the very best possible recruits [04]. Again, this has a ripple effect that touches other systems. Better recruits will lead to new development possibilities;



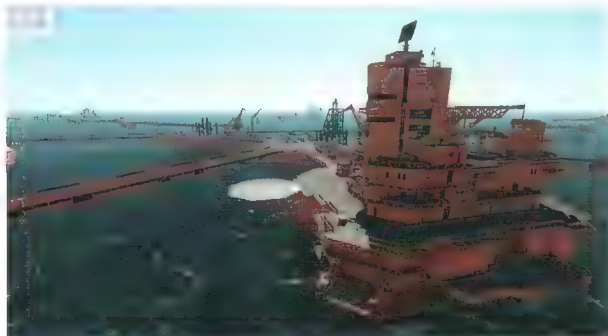
superior soldiers in the Combat Unit will enable you to take on more dangerous Combat Deployment commissions.

Last, but by no means least, you can also improve the equipment of your Buddies [05 & 06]. If you are keen to protect “No Kills” bonuses during missions or preserve the lives of potential recruits, for example, you could research and equip nonlethal weapons for applicable Buddies. If D-Horse is regularly wounded by enemies enraged by your cavalier approach to covert ops, why not work towards providing him with special armor? Though some items are purely cosmetic, others have direct applications that can greatly impact your play style.



## “Base Facilities”: Expand Mother Base

From the moment that the option is unlocked, expanding Mother Base should be a priority [07]. Early in the story, each facility that you build unlocks new features that you can exploit by assigning recruits to the corresponding department. Furthermore, each subsequent expansion also increases the number of staff that you can employ. The more platforms you build, the more rewards you acquire. As departments level up, you also gain access to more and more equipment and upgrade options.



As a rule, you should make it a priority to expand Mother Base whenever you have an opportunity to do so. Since each new platform represents a fairly hefty GMP investment, this means that it makes sense to slowly but surely stockpile resources, spending them on key weapon and upgrade developments as they become available, but saving lump sums for the expansion of your Mother Base structures. If you invest in each research option as they appear, without restraint or discernment, you may experience periods of scarcity where you can't afford to make real progress where it matters.

## Forward Operating Bases

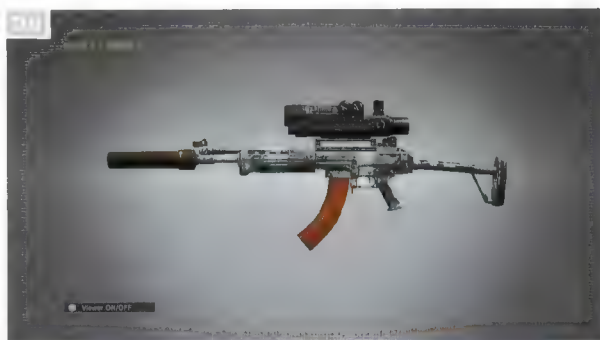
As you approach the midway point in the main storyline, you will be given the opportunity to build a Forward Operating Base (FOB) if you have an active online connection. You gain the first one for free; further (entirely optional) FOBs are acquired via microtransaction payments. Each FOB is, essentially, an **additional** Mother Base that you can expand just like your main one, increasing your haul of rewards and resources even further.

Any FOB that you own is effectively virtual, however: unlike Mother Base, you cannot physically explore them on demand. In practical terms, FOBs do not change the way that you manage the Diamond Dogs – they are simple but powerful catalysts for accelerated development.

Though this is a topic for later chapters, it would be remiss for us to not mention that your FOBs can be attacked by other players, just as you can attack theirs should you wish. If you successfully infiltrate an FOB and reach your objective, any soldiers and equipment that you have Fulton extracted are transferred to your possession. Naturally, other players can do the same to you, sparking cycles of heists, revenge, counter-revenge and counter-counter-revenge (and so on). It's an absorbing time-sink.

## “Customization”: Improving Weapons With Attachments

As you progress in the story, you will unlock a menu in the Mother Base tab (only accessible while in the Aerial Command Center) that is used to customize firearms. The attachments and improvements that you can equip to your weapons include suppressors, flashlights, scopes and expanded ammo clips [08]. Spending some time and resources to improve key aspects of your favorite weapons can lead to very significant bonuses. A durable suppressor on a favored sniper rifle, for instance, could be employed to clear an entire base of potential threats without once troubling the enemy HQ with bad news.



PRIMER

MOTHER BASE



# [■] LESSON #12: SYSTEM INTERDEPENDENCY

All gameplay and management systems that make up *Metal Gear Solid V* are interconnected in one way or another. Ultimately, though, your true progress (story aside) is determined by the following activities:

- You **gather resources**, which is achieved by:
  - completing missions and side ops in the field;
  - acquiring assets while free roaming;
  - expanding Mother Base;
  - sending recruits on Combat Deployment assignments.

- You **invest these resources** via the various Mother Base menus.

Whenever you accumulate resources, you are then free to spend them as you please. That said, it's common sense to focus on investments that will either improve Big Boss's capabilities (critical research on major innovations rather than alternate weapon types), or to expand Mother Base with new platforms that enhance its ability to accumulate assets, provide services and employ more staff.

Equipment purchases expand your tactical possibilities and overall efficiency on the battlefield, enabling you to accumulate more resources, which you can then reinvest through further purchases in the Mother Base management metagame.

The (usually significant) payments for new Mother Base platforms expand the staff caps for Diamond Dogs divisions, making them more effective in the services they provide (including, it must be reiterated, the procurement of new resources), all of which **also** drives your progress both in action and in the management metagame.

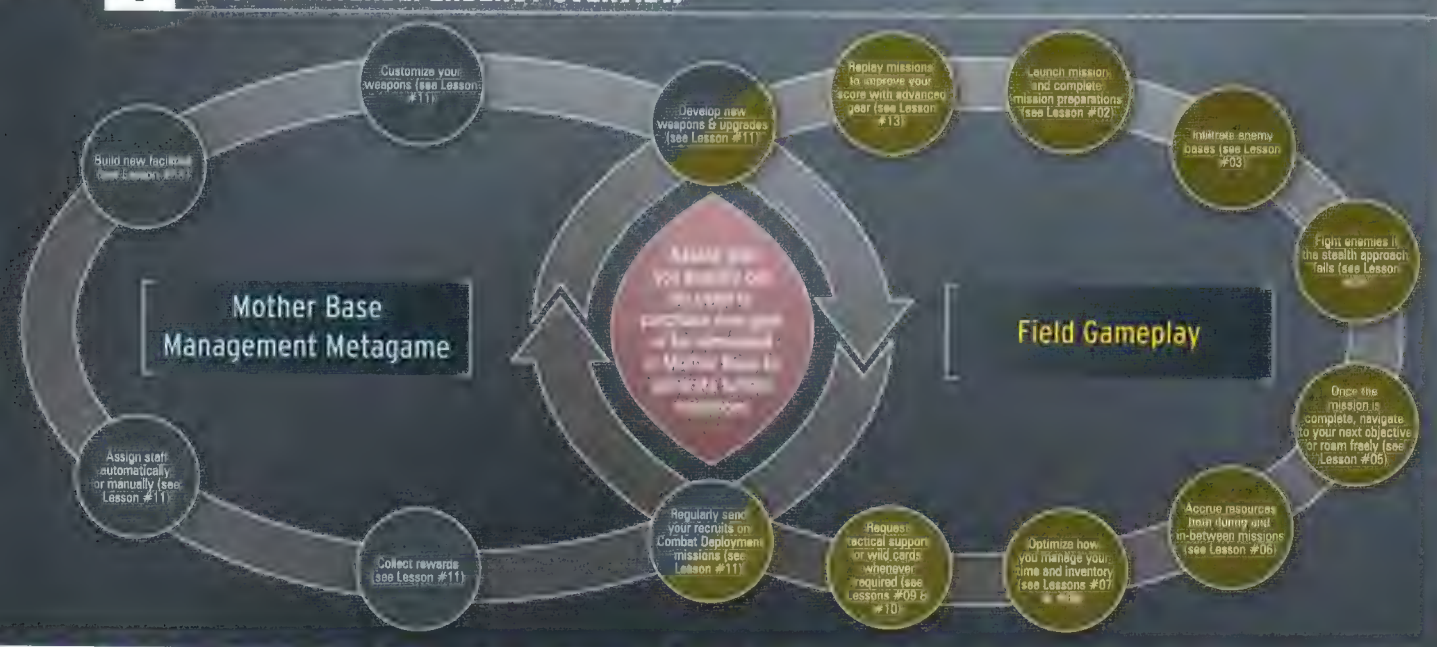
This carefully woven tapestry of interdependency between all systems is represented visually in the accompanying diagram. A quick glance should suffice to make it clear that consistently working to make

progress with all major game systems will lead to numerous positive, game-changing rewards and tactical benefits. Conversely, focusing solely on missions to speed your way through the storyline will leave Mother Base (and, therefore, Big Boss and his Diamond Dogs) ill-equipped for later challenges.

Ideally, you should aim for something approximate to the following itinerary to maintain balanced progression and a steady flow of rewards:

- You **play missions and roam freely** on the map to earn GMP, pick up resource collectibles and extract incapacitated enemies with your Fulton device.
- Simultaneously, you regularly send at least two Combat Unit teams on **Combat Deployment** missions. Whenever the log that appears onscreen informs you that a mission is over, you immediately send your men on another assignment.
- With a healthy supply of necessary assets, you make regular use of the services provided by your support team while engaged in operations, safe in the knowledge that Mother Base can afford the expense. This includes **supply drops** and chopper support whenever you deem them necessary.
- Every once in a while, you quickly open the Mother Base menu to **collect rewards** received from Combat Deployment missions. Resources acquired via automatic Mother Base procurement methods can be used in due time to make valuable purchases.
- Between missions, you check to see if you can afford the **development** of equipment for Big Boss or his Buddies, increasing your effectiveness on the battlefield, and periodically make major investments in Mother Base **facilities** – which will in turn lead to additional income.

## ! SYSTEM INTERDEPENDENCY OVERVIEW





# [🏆] LESSON #13: SCORES

## Late Game Challenges

Once you have a solid command of primary game mechanics, and have the Mother Base metagame running smoothly to generate resources and unlock new equipment, you will be ready to begin replaying previous missions in an attempt to achieve the best possible scores.

- **Ratings:** The complete hierarchy of ratings is, from worst to best: E-D-C-B-A-S. Certain main missions do not provide final ratings.
- **Score Calculation:** The rating you receive is the result of a complex calculation that involves a multitude of individual scoring categories, as detailed on the mission result screen [01]. We offer a more comprehensive explanation of this system on page 296 of our Reference & Analysis chapter, but for now keep in mind that the most important criteria for a high rank includes:
  - your speed (the time you take to complete the mission, where faster is better);
  - how many optional Mission Tasks you fulfil in addition to mandatory objectives (as detailed on your mission screen and in this guide's Walkthrough chapter);
  - how stealthy or violent you are (if you avoid alerts and fatalities, there are score bonuses).

Obviously, earning high scores in missions often necessitates advanced gear, hand-picked to suit the nature of the objectives, but also a commanding understanding and mastery of the game's controls, environments and AI behavior. This knowledge is something you will gradually acquire and develop by playing *Metal Gear Solid V* and experimenting with all systems, devices, enemy types and situations that you can possibly encounter.

But don't worry too much about this just yet. On a first playthrough, the most important thing is to enjoy the incredible variety of new

experiences that the *MGSV* main storyline will deliver, time after time. In fact, it's liberating to play without paying attention to the scores. As long as you are making progress and working to expand Mother Base, low grades are of no concern – they're an inevitable side-effect of all the exploration, pilfering and experimentation that you really should be enjoying when you first play each mission.



SCORE			
Episode 3: A HERO'S WAY			
PLAY RATING		BONUS	
TOTAL PLAY TIME	18:45:46.501		
TIME	7:46:706	117997	
ENEMY COMBAT ALERTS	0	0	Extracted the Spetsnaz commander 5000
HITS TAKEN	0	0	NO RETRIES 5000
TACTICAL TAKEDOWNS	1	1000	NO KILLS 5000
HEADSHOTS	0	0	NO REFLEX 10000
ACCURACY	0	0	NO ENEMY COMBAT ALERTS 5000
NEUTRALIZATIONS	2	400	PERFECT STEALTH, NO KILLS 20000
MARKINGS	0	0	
EFFECTIVE INTERROGATIONS	1	150	
PRISONERS RESCUED	0	0	
TOTAL	119547	TOTAL	50000
			169547
<div> Bond Level  D-Horse  D-Dog  Quiet </div> <div> CODENAME  PUMA </div> <div> RANK  S </div>			

PRIMER

SYSTEM  
INTERDEPENDENCY

SCORES







QUICKSTART

PRIMER

WALKTHROUGH

SIDE OPS

MOTHER BASE

REFERENCE &  
ANALYSIS

EXTRAS

INDEX

# WALKTHROUGH



This chapter has been designed to guide you through all main missions in *Metal Gear Solid V*. Once you have completed its opening prologue and embark on the first “true” mission, you will be continually astonished by the extraordinary amount of freedom that you are given. Stationed on an offshore facility called Mother Base that acts as a hub, you are soon given license to explore a massive theater of operations in Afghanistan, where you can complete objectives whenever and however you see fit.

The degree of freedom that *MGSV* entrusts its players with can be quite daunting at first. For this reason, we strongly suggest that you take the time to read the Primer chapter (see page 8) to pick up advice and insights on subjects such as primary controls and features, the rhythm and structure of the game, the tools at your disposal, and the relationship between its many systems – from management metagames to mission scores.



# [V] INTRODUCTION

One essential fact to acknowledge before you begin to use the Walkthrough chapter is that the game as you experience it changes in real-time in accordance with a multitude of factors:

- The movement patterns of each individual guard are subject to constant variations. Unlike previous instalments (and, it must be said, most stealth games since the dawn of the genre), most soldiers do not follow the exact same preset paths at all times. They can and will mix up their routine on a whim, necessitating constant adaptation and improvisation during infiltrations.
- The current time determines how enemy patrols and sentries may behave, with the positions and paths favored by hostiles often varying from day to night. Visibility is also a critical factor, with daylight and evening infiltrations defined by distinct benefits and drawbacks.
- Your actions have an impact on the environment and mission difficulty. If you are detected and the alarm is raised, for instance, all enemies in a base alter their routine and move to different positions, making them far more unpredictable. What's more, a firefight in one location radioed in to HQ may lead to an order that places all local enemy bases and guard posts on a state of heightened alert.
- Your objectives in each main mission (called "Mission Tasks") are varied and numerous. Only a handful of these are mandatory requirements that you must fulfil to complete an assignment. By undertaking optional tasks, though, you can change the way that a mission plays – and, if successful, gain further rewards and final score bonuses.
- Last, but definitely not least, *MGSV*'s difficulty and parameters are adjusted dynamically throughout the story in accordance with your play style. If you always rely on the same strategy, the game will adapt and invite you to use new approaches. If you become a headshot expert, for example, tranquilizing all guards that you encounter, your opponents will wear helmets with greater frequency. If you always complete missions at night to facilitate easier infiltrations, enemies will make regular use of night vision goggles to counter this proclivity.

All of these features, and many other factors that we cannot hope to detail here, mean that there is rarely a single best way to complete each mission. Instead, there are literally dozens of potential approaches – and each one could become redundant or require immediate ingenuity to complete after an unforeseen event.

Success in *MGSV* is often a matter of observation and adaptation. This has influenced the format of our Walkthrough chapter. Rather than attempting to insist on step-by-step solutions to follow blindly, we offer map annotations, captions with expert insights, and tactical advice gleaned from months of cumulative play time to help you make your own informed decisions.

Even if we tried to present prescriptive paths and foolproof methods, you would run the risk of constantly encountering variations or perceived errors. What if we were to suggest that you tranquilize a particular guard, but he is wearing a helmet and full body armor when you encounter him in your game? What happens if an earlier commotion at a guard post has led to a general state of alert for all enemy bases? What if the guard simply isn't there, because he's taking a nap at night?

The very design of *Metal Gear Solid V* fosters creativity and regularly presents small scenarios that are unique to each player – which is why this chapter focuses primarily on offering visual guidance, enabling you to master main missions without constant hand-holding.

While we still provide many of the traditional trappings of a conventional walkthrough (numbered steps, recommended tactics and secrets), we eschew a proscriptive "go there, do that" approach in favor of map-based observations and strategies that will suit a first playthrough and later replays alike, with a strong emphasis on stealth and non-lethal tactics. On your first journey through a mission, we offer the tools you'll need to follow the story and complete feasible objectives without too much difficulty. Later, you can return to the same pages for assistance with securing a high grade, and to complete optional Mission Tasks that might have been unfeasible earlier.



## ! MAP & SCREENSHOT LEGEND

The following legend details annotations and icons that you will encounter throughout the Walkthrough. Naturally, all of our maps are oriented in accordance with the default in-game convention, where "up" is north. All maps in this chapter focus solely on mission-related objectives and items. You can find the standard collectibles that appear at all times in the game world (and not only during missions) on the poster that comes with this guide.

ANNOTATION	MEANING
	Player Movement (Screenshots)
	Player Movement (Maps)
	Walkthrough Step
	Landing Zone/Deployment Point
	Enemy Movement



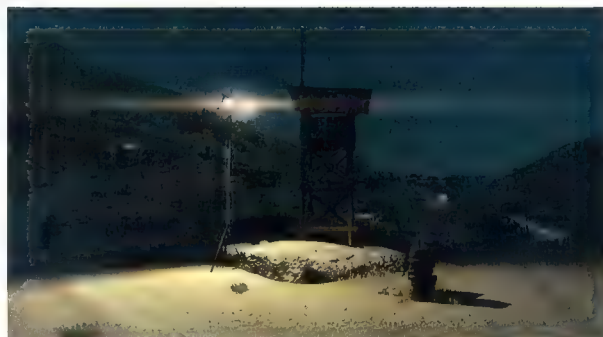
# [!] POINTS OF INTEREST

There are many different types of objects, entities, events and other such points of interest that you will regularly encounter in the *MGSV* sandbox. To help you have a clear sense of how they might be exploited to your advantage – and the potential consequences of your actions – the following five pages present an overview of the many things that you might find on your travels during the early hours of a first playthrough.

■ WALKTHROUGH

■ INTRODUCTION

■ POINTS OF INTEREST



**Lights:** You can destroy searchlights and most other sources of illumination with bullets or explosives (but not tranquilizer darts), though some cannot be damaged – for example, strong glass fitted with a protective metal mesh. Uninterrupted darkness usually works in your favor, but be warned that guards who witness a change in lighting or notice the destruction of equipment will become suspicious.



**Communications Equipment:** Using explosives to destroy communications equipment will disrupt radio chatter, preventing the local guards from calling for reinforcements. If an enemy-held position has more than one transmitter, all of them must be destroyed to cut them off from the outside world.



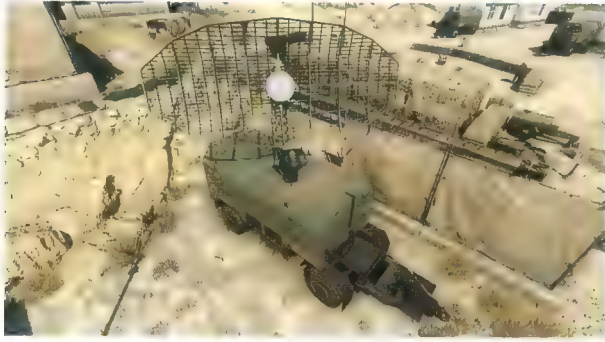
**Radio Transmitters:** Alternatively, you can seek out and vandalize a transmitter to achieve the same effect as destroying communications equipment immediately – but as they are found inside buildings, you may need to clear a path to reach them. If you have a suppressed weapon that fires standard bullets, it's possible to destroy this equipment with several shots – which may go unnoticed.



**Power Systems:** An outpost's power system can be disabled by turning it off, or destroyed with explosives. Cutting the power will shut down equipment that requires an uninterrupted supply of electricity, such as lights and surveillance cameras, making infiltrations much easier. Though using the switch to turn it off is the most stealthy approach, be aware that a guard will usually be dispatched to investigate, and turn it back on. If you destroy a generator, expect enemies to enter alert status.



## [!] POINTS OF INTEREST [CONTINUED]



**Anti-Air Radar:** Destroying an anti-air radar dish will create a permanent hole in the enemy's aerial surveillance network, unlocking a new landing zone for your support helicopter. Of course, the necessary explosion will raise the alert level of all guards in the vicinity, so either secure the area first or be ready for the search that will ensue.



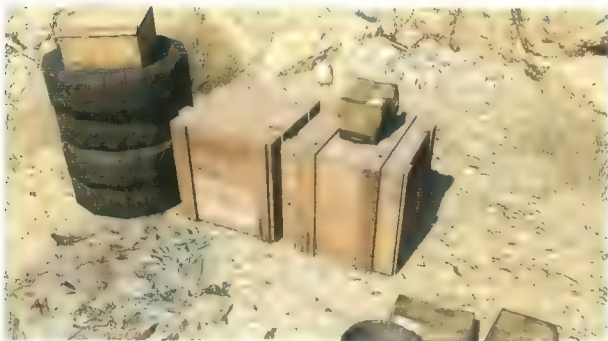
**Locked Doors:** You will sometimes encounter locked doors, as indicated by a lock icon. To open these, simply press **△/Y**, though you should note that the unlocking process will take several seconds. You can also open locked doors by luring enemies to pass through them – or, for entirely unnecessary effect, blow them open with explosives.



**Cracks:** You can use these visually distinct vertical paths to ascend or descend. They are found on natural rock formations such as cliffs, and occasionally appear on stone walls. Whether they offer a convenient shortcut, a secret point of infiltration at an enemy base, or simply lead to a vantage point where you can scout the area, it's always a good idea to investigate them when you find them.



**Explosive Barrels:** Red metal drums are filled with volatile fuel or chemicals, so hitting them with lethal weaponry will cause them to explode with devastating effect. Always be mindful of their positions during firefights, steering Big Boss clear of them whenever a stray shot might lead to disaster.



**Wooden Boxes:** Wooden boxes found at outposts and guard posts can be destroyed by the CQC kick attack performed by rapidly pressing **R2/RT**, or with shotguns and explosives. This can occasionally be useful to clear a pathway. During firefights, wooden boxes make poor cover for Big Boss and his enemies alike: bullets from all but the weakest weapons can penetrate their surfaces and hit someone behind them.



**Delivery Points/Cargo Loading Platforms:** Every "invoice" collectible that you acquire from cargo loading platforms unlocks a new fast travel destination that you can reach by hiding in a cardboard box while standing on another cargo loading platform. After a short delay, a truck will pick up the box, and you can then "warp" instantly to any other delivery point that you have unlocked so far. This is the fastest way to reach remote destinations on your current map, so retrieving invoices should be a priority when you explore a new enemy base.



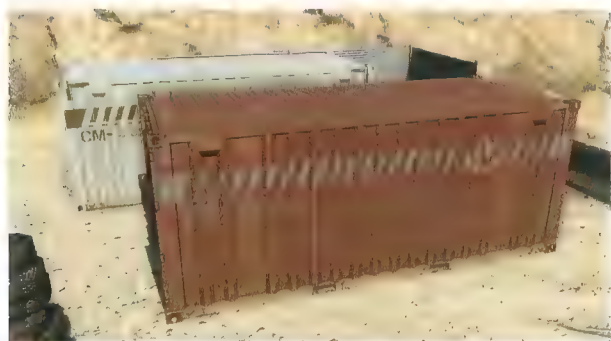


**Rough Diamonds:** Rough diamonds are glimmering collectibles hidden throughout the game world, though primarily found in outposts and bases. They are automatically converted to GMP (the in-game currency) when you pick them up, with the exact sum determined by the size of the haul: 10,000 GMP for "small", and 100,000 GMP for "large". Enemy soldiers will occasionally reveal the locations of rough diamonds when you interrogate them.



**Processed Materials:** Processed materials include fuel, metal and biological resources. They can be obtained either as collectibles found while exploring, or as rewards from Combat Deployment assignments successfully completed by your staff. These materials are required to develop weapons, upgrades, equipment and facilities back at Mother Base.

WALKTHROUGH



**Raw Materials:** Shipping materials containers found at outposts and other enemy-occupied locales can be extracted once you research an essential Fulton Recovery Device upgrade. When delivered back to Mother Base, the Base Development Unit will gradually (but automatically) transform them into processed materials.

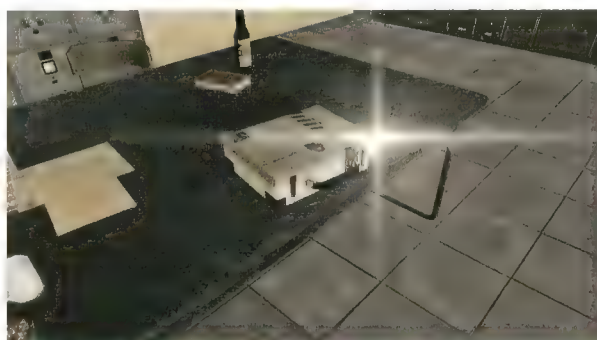


**Medicinal Plants:** Plants can be found all over the map, and can be collected at any time. They are also offered as a reward for certain Combat Deployment missions. Medicinal plants are consumed to research and manufacture various items. For example, you need Golden Crescent to create tranquilizer rounds, African Peach for sleeping gas, Wormwood for the Phantom Cigar, and so forth.

POINTS OF INTEREST



**Cassette Tapes:** Cassette tapes are collectibles that you can pick up while exploring enemy bases or obtain by completing specific missions. Those that you collect manually are usually songs that you can listen to at your leisure. To find them, pay attention to sources of music while exploring, then track the sound to the tape player in question; if a  icon appears, press the specified button to collect the tape. Cassettes unlocked as mission rewards feature dialogue that provides background information, plot development and even closure on past events. We advise that you develop the habit of listening to the story tapes (via the Missions tab of the iDroid menu) as you perform other activities, such as making long journeys or attending to Mother Base management.



**Blueprints:** Blueprints are collectibles required for the development of specific weapons and items. They can be found in enemy-occupied locations, or obtained as rewards for the completion of Combat Deployment assignments.



## [!] POINTS OF INTEREST [CONTINUED]



**Posters:** Posters are collectibles found on walls, most commonly in enemy outposts and bases. Approach and press the displayed button to pick them up.



**Enemy Soldiers:** While enemy soldiers will always attempt to kill Big Boss when given an opportunity to do so, it's inadvisable to treat them with equivalent aggression: they are also essential resources for Mother Base. Every opponent that you stun or put to sleep can be extracted from the battlefield with your Fulton device. They will then – sometimes after a stay in the brig or sickbay – automatically join the Diamond Dogs fold. There are also score bonuses for completing missions without fatalities.



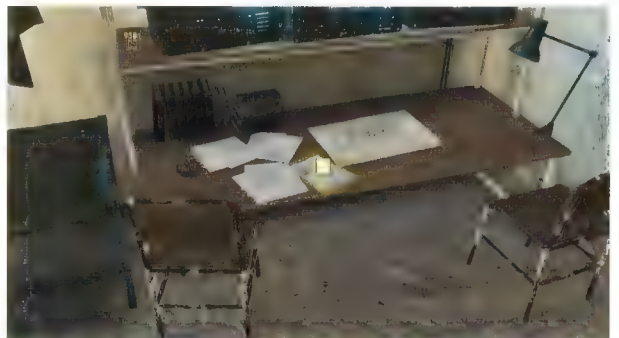
**Bodies:** As you sneak through enemy bases, you will frequently leave unconscious bodies and/or corpses in your wake. When discretion is essential and Fulton extractions impractical or unavailable, you can pick up and carry unconscious enemies or corpses to locations where they will be concealed until they come to, or even hide them in portable toilets (🚽) or dumpsters (🗑️) where they will not wake up unless removed.



**Cameras:** Mounted surveillance cameras monitor a specific area in a predetermined cycle. As with guards, a detection indication will appear whenever you enter their cone of vision; linger too long and Big Boss will be detected. The best tactic is to wait for openings and slip by when they are facing away, or exploit blind spots (such as directly beneath them). Cameras can be destroyed, but be warned: this action will almost always cause enemies to investigate and trigger a low-level alert.

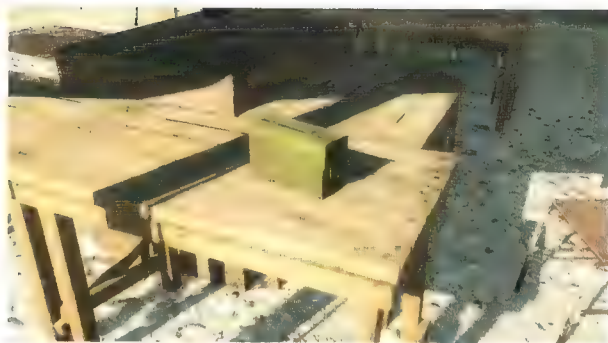


**Vehicles & Turrets:** Vehicles (such as four-wheel drives, trucks, tanks) and weapon emplacements (mortars, machine guns, anti-air artillery) are regular sights on missions and during free roam sessions. If unoccupied, you can use any fixed weapon or vehicle that you encounter. You will be able to appropriate these assets for Mother Base once your Fulton device has been developed to a sufficient level, where they will be used to strengthen defenses, or (with vehicles) kept in stock for deployment on the battlefield at your behest. Unoccupied fixed weapons and vehicles are marked with white icons when you scan them with your binoculars; if an enemy is using or driving one, the icon is red.



**Intel Files:** You can collect intel files during certain missions that reveal critical or useful information, such as the location of a prisoner you need to extract or a predicted travel route for a target. Some are mandatory, others entirely optional.





**Weapons & Ammo:** In addition to the weapons and ammo that you can have delivered via supply drops, you can also find supplies in the field. Weapons can be picked up by holding **○/B**; note that the two firearms that will be swapped both appear onscreen to avoid confusion. Ammo is retrieved automatically at close proximity whenever Big Boss encounters an appropriate supply.



**Cover:** Approach obstacles such as walls or crates and tap **L** in their direction to “wall press”, locking you to the surface until you pull away. Taking cover in this fashion makes Big Boss harder to see and provides essential protection during firefights, and enables you to jump in and out from cover to take a few shots simply by holding and releasing **L2/LT**.

WALKTHROUGH

POINTS OF INTEREST



**Grass:** Patches of grass and foliage can be used to crawl past watching enemies in relative safety – even in daylight hours. When you encounter larger bushes, you can sometimes risk a crouching stance to more easily survey the area – or, perhaps, to get a clear shot at an enemy.



**Waypoints & Markers:** Mission waypoints are yellow onscreen navigational markers that offer a broad indication of where to go in order to complete an objective. If you think of these as “move here and figure it out” prompts, rather than “X marks the spot”, you’ve got the right idea. Manual markers are white icons that you can manually place on the iDroid map by tapping **⊗/A** (or by pressing **L2/LT** while looking through the binoculars). Once placed, a manual marker will appear onscreen when you look towards it during play, simplifying navigation towards the point in question. Markers can be disabled at any time, and are automatically deactivated when you reach the destination.



**Wild Animals:** You can capture wild animals by researching and deploying capture cages (ideal with small creatures) or by pacifying and extracting them with the Fulton device (the only option with large animals). By taking these animals into protection you will receive rewards, gradually building up an impressive menagerie back at Mother Base.



**Weather Conditions:** The weather changes in real time, with certain conditions having a significant impact on the way that you play. Sandstorms, which are relatively common in Afghanistan, drastically limit both hearing and overall visibility. When you know where you need to go, a sandstorm can be a gift during a complicated infiltration – but if you’re scouting an unfamiliar base, it might be safer to hunker down and wait it out. Most other weather effects are less dramatic, but influence guards in the way that you might expect: rain masks noises, mist makes it harder to see, while cloud cover will slightly reduce the maximum view distance of prospective hostiles.





# THE STORY SO FAR



**BIG BOSS**

(AKA Punished "Venom" Snake, Naked Snake)



**MAJOR ZERO**



**OCELOT**



**THE BOSS**

The story of the complete *Metal Gear* series spans over one hundred years, from the origins of The Philosophers in the early 1900s to the current conclusion of the overarching narrative in 2014. *Metal Gear Solid V: The Phantom Pain* takes place in 1984, nine years after the events of *Ground Zeroes*. If you are new to the series, the following short summary of events prior to this episode should help you to get up to speed. Once you have completed *MGSV* at least once, you can find a comprehensive (but, it should be said, **spoiler-intense**) story analysis section that covers the full *Metal Gear* timeline to date in the Extras chapter.

## Early 1900s: Creation of The Philosophers

The starting point of the *Metal Gear* saga is the creation of The Philosophers during the early 1900s. This unique and deeply secretive organization comprised a select group of eminent figures from the three most powerful countries of the twentieth century, the United States, Russia and China. Together, these individuals amassed a functionally boundless supply of funds, known as The Philosophers' Legacy, that they believed would be sufficient to win or forestall any future world conflict.

However, with time, and the death of its founding members, the *raison d'être* of this clandestine committee was gradually corrupted. In the confusion and chaos that followed the Second World War, a Soviet colonel named Volgin gained sole possession of the Philosopher's Legacy.

## 1964: Retrieval Of The Philosophers' Legacy

The United States launched *Operation Snake Eater* in 1964 to avert a looming nuclear catastrophe, but principally to claim the incredible wealth of the Philosophers' Legacy. The key operative in this covert mission was an American agent known as *Naked Snake*, supported by a remote team under the oversight of his commander, *Major Zero*. A master in the arts of infiltration and survival techniques, Naked Snake triumphed in preventing the ambitious Colonel Volgin from breaking the fragile balance of the Cold War. With the assistance of an American double agent known as *Ocelot*, he also laid claim to the Philosophers' Legacy for his country.

The whole operation was made possible by the scandalous betrayal of a legendary United States soldier, *The Boss* – Naked Snake's mentor. In truth, though, the defection of The Boss was but a deception designed to enable her to get close to Volgin and facilitate the retrieval of the Philosophers' Legacy. Her final duty for her country was to maintain her assumed role as a traitor to the last, and die at the hands of her apprentice to conceal the true nature of her mission.

This was the price of The Boss's ideal, the cost of her commitment. She was ready to die for the way of life she freely chose, the expression of liberty that she lived for. The death of The Boss is a critical event, a shockwave that reverberates throughout the entire *Metal Gear Solid* series.

For his heroism, and status as arguably the world's greatest soldier, Naked Snake was given the award of a new designation: *Big Boss*.

## 1970: Creation of Cipher

Disillusioned by the death of his spiritual mother and mentor, Big Boss grew to resent the role of his government in her downfall and disgrace. In 1970, he joined Major Zero and Ocelot (among others) to establish a secret independent intelligence organization funded with the Philosophers' Legacy: Cipher. Though broadly serving North American interests, Cipher was envisaged by its creators as a benevolent steering committee seeking to benefit the global community as a whole – a reimagined version of the original Philosophers, bankrolled by the funds of their precursors.

Under the specific auspices of Major Zero, however, Cipher soon adopted a radical solution to ensure peace and unify nations under a single command via a process of imposing the political, economic and social model of the United States on the rest of the world. A gradual estrangement occurred between two key founding members, with Big Boss dissatisfied with Zero's ideology and methods.



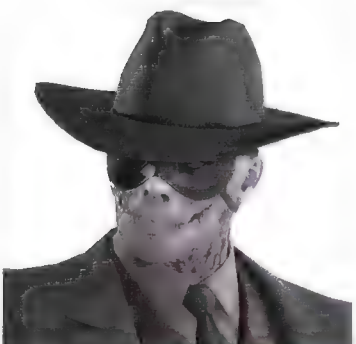


KAZUHIRA MILLER

(AKA Benedict Miller, Kaz)



DR. EMMERICH



SKULL FACE

While Major Zero dreamed of control over minds and information worldwide, for a greater good of his unique personal design, Big Boss set off to achieve the antithetical extreme — freedom from any form of governmental control or oversight, secret or otherwise. In 1972, Big Boss resigned from Cipher and disappeared to found his own group of independent mercenaries, a pioneering private force, while Zero further consolidated his power and influence over global affairs.

## 1974: First Confrontation Between Zero And Big Boss

After two years spent assembling a mercenary force (and, in the process, acquiring a second-in-command named *Kazuhira Miller*), Big Boss had his first direct confrontation with Cipher (and, by extension, Zero) during the *Peace Walker Incident* in 1974. This crisis involved the CIA, the KGB, and Big Boss's private troops, all struggling for control over a Metal Gear armed with a nuclear warhead known as Peace Walker.

These events served to reinforce Big Boss's belief that governments and their associated agencies could never be trusted. He decided to further develop his organization both by expanding his ranks and by hiring two notable scientists — *Dr. Emmerich* and *Dr. Strangelove* — to design their own advanced nuclear deterrent on Mother Base. This creation was a bipedal tank that they named Metal Gear ZEKE.

However, it later transpired that the entire Peace Walker Incident was actually a subtle maneuver by Zero that, among other objectives, served to insert a specially trained triple agent named Paz close to Big Boss. When Paz revealed her true affiliation and seized control of Metal Gear ZEKE, Big Boss defeated the Cipher spy, retrieved Metal Gear ZEKE and rejected the offer that Zero had ordered her to deliver: that Big Boss rejoin the fold and have his mercenaries become Cipher's military wing, or face the consequences.

With a well-trained army, the Mother Base headquarters (an offshore platform in the Caribbean) and a Metal Gear possessing nuclear capabilities, Big Boss was close to achieving his dream of establishing a nation of soldiers. This was not meant to be, however, as it would soon turn out in the events of *Ground Zeroes* in 1975.

## 1975: Destruction of Mother Base

Paz, who survived miraculously after she was defeated by Big Boss, was captured by Cipher agents and held in a U.S. military base on the southern tip of Cuba known as Camp Omega. Soon afterwards, Mother Base was contacted by representatives of the International Atomic Energy Agency (IAEA), who demanded access to Mother Base for an immediate nuclear inspection.

Lured away on an extraction mission to save Paz (and another long-term resident of Mother Base called Chico) on the eve of the IAEA inspection, Big Boss successfully located and rescued the two prisoners. During the chopper ride back home, though, Big Boss discovered that the incoherent Paz had been surgically implanted with an explosive device. After the on-board medic removed it in a traumatic procedure, Big Boss arrived back at Mother Base to witness the final stages of his facility being razed by the so-called inspection team — who were actually soldiers belonging to a secret "XOF" Special Forces unit. Cipher's elite covert ops group, this unit was led by a man known as *Skull Face* who had developed a pathological hatred of Big Boss.

The IAEA inspection, and the precision-targeted leak of information that compelled Big Boss to launch a simultaneous rescue mission at Camp Omega, were the setup for a plan initiated by Skull Face to utterly destroy Mother Base. Big Boss managed to rescue Miller before bullets, bombs or waves could claim him, but a second explosive device planted in Paz's body took them by surprise and caused their chopper to crash. Despite the sacrifice of the on-board medic, who used his body to shield Big Boss from the explosion, the grievously wounded Big Boss was left comatose by the event — a coma that would last for nine whole years.

This is where *The Phantom Pain* begins. The year is 1984...

WALKTHROUGH

THE STORY SO FAR



# [!] PROLOGUE: "AWAKENING"



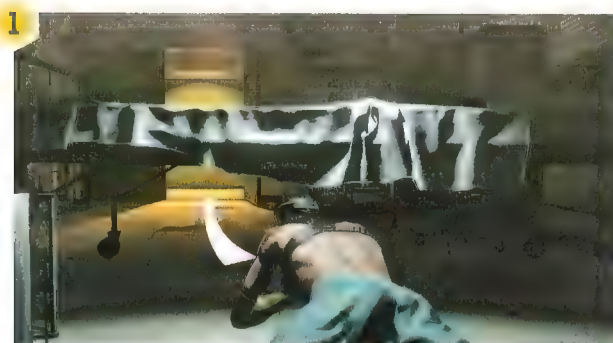
## MISSION OVERVIEW

[ Mission Tasks ]	[ Type ]	[ Details ]
Complete the mission without triggering Reflex Mode.	Optional	Reflex Mode can only be triggered in the hospital foyer.
Complete the mission without allowing the Man on Fire to attack even once after meeting up with Ocelot.	Optional	Applies to the closing chase section. Only the Man on Fire's attacks count (not the fire pillars that he summons).

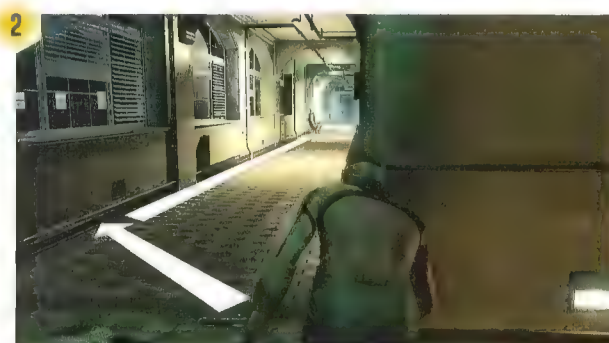
## Notes



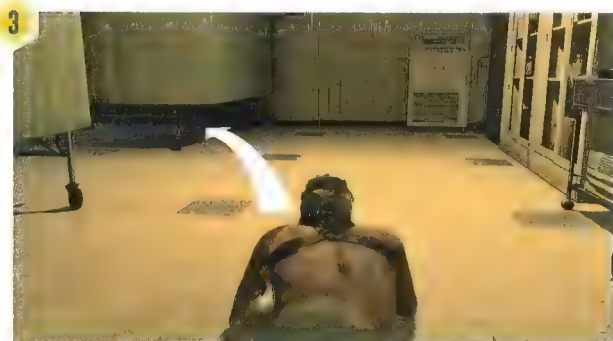
- **First Playthrough:** Ignore the Mission Tasks and just enjoy the experience. Familiarizing yourself with the game's controls and systems while taking in the dramatic story opening are your only priorities.
- *The Phantom Pain's* opening sequence broadly acts as a tutorial for basic movement and primary commands. Once you've chosen a name, a date of birth and an avatar (used for *MGSV's* online elements), follow the onscreen instructions and the character called Ishmael who acts as your guide, and you should have little difficulty in making progress.
- As the Prologue is almost entirely linear, we have adopted a standard step-by-step walkthrough in this instance. The numbered steps highlight key moments that occur during the escape from the hospital, skipping nonessential advice for the very start.



Follow all onscreen prompts (and, later, Ishmael) until you eventually pass through a door to evade a group of approaching soldiers in a smoke-filled corridor. After the subsequent cutscene where you are left lying under a bed, crawl forward until you reach the doorway.



Once in the long corridor, press Big Boss against the wall to take cover and crouch-walk behind Ishmael, then sprint with **L3**/**Left Stick** when the prompt appears to trigger a cutscene. You should then follow Ishmael.



When play resumes, immediately crawl under the bed next to Ishmael, as highlighted in the accompanying screenshot, and stay there until the guards depart. After the cutscene that follows, crouch-walk to the room's second exit (not the door that you entered through) to reconvene with your companion. Follow Ishmael's instructions and hold **X**/**A** to crawl. Stop moving the moment guards appear at the end of the corridor.



After the cinematics, attend to the injury as directed, then follow Ishmael down the stairs. When you reach the closed door, wait behind cover until Ishmael silences the soldier in the room beyond to acquire your first weapon.



WALKTHROUGH



Once armed, aim at the fire extinguisher with **L2/LT** and shoot with **R2/RT**.



Once you meet up with Ishmael at the end of the corridor, take cover against the metal cart on your right and eliminate the soldiers with your pistol. You might find it a little easier if you switch to first-person view with **R1/RB** while aiming. Reload manually while taking cover by pressing **O/B**: a habit that you will do well to acquire early in the story.

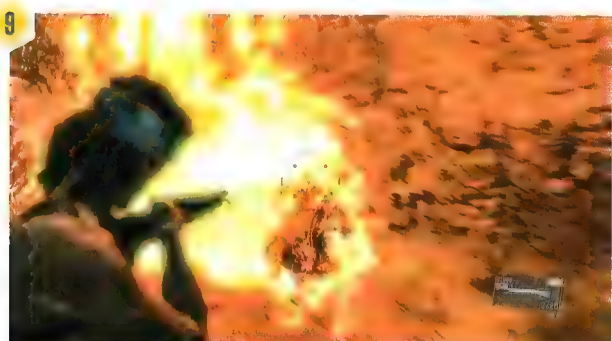


When you reach the heavily guarded hospital foyer, you can create a commotion and kill all enemies, if you wish, or instead crawl out of sight on the balcony, heading to the left, until you reach a broken railing without being detected or killing anyone. Evading all soldiers here without being seen (which will trigger Reflex Mode) will enable you complete the related Mission Task.



From the broken railing, drop down to the ground floor once the nearby soldier is facing away from you, and immediately go prone when you land. You can then crawl behind the hostile before turning left to approach the exit, which will trigger a cutscene. After this ends, head for the exit and follow the onscreen prompt to dive forward. When play resumes, run straight through the large hole in the wall.

PROLOGUE

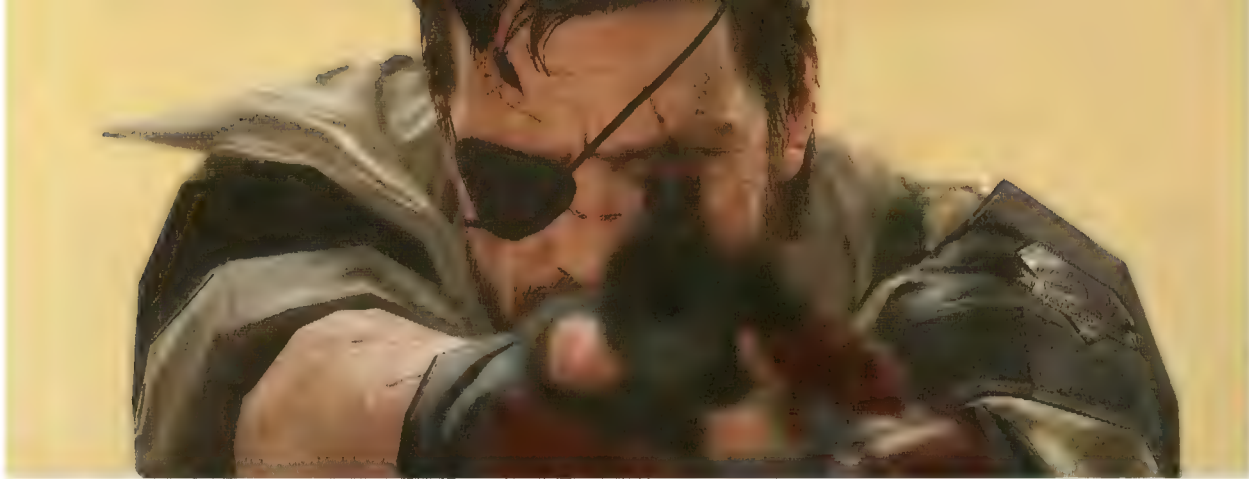


Once on horseback, your final objective is to frustrate the Man on Fire and forestall his assaults, not defeat him. Rather than firing frenetically, simply wait for the most appropriate moments to let fly. Firing only when he is at point-blank range and to interrupt his attacks whenever he charges them is the best way to simplify this challenge. Reload at every opportunity, after each successful shot if you're accurate, especially when the Man on Fire falls a little further behind.



**S Rank Notes:** On a subsequent attempt, you can secure a relatively easy S rank by following two simple rules. First and foremost, finish the mission as quickly as possible, which means skipping cutscenes whenever feasible. Secondly, avoid triggering Reflex Mode in the hospital foyer. With the attendant bonuses for avoiding Reflex Mode, any total time under 25 minutes will suffice. During the horse chase, the key to completing the second Mission Task is to interrupt the Man on Fire's charge move. Whenever you see him adopt the stance shown here, which is accompanied by a distinctive charge sound effect, shoot him to stop the process; when you are successful, you will notice that he fires the projectiles harmlessly into the air. Do not worry about the occasional fire pillars summoned by your enemy: they do not count.





## [!] MISSION 01: “PHANTOM LIMBS”



### MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Pinpoint Kazuhira Miller's whereabouts.	Optional	There are two intel files that reveal this information, but you only need to interact with one of these.
II	Extract Kazuhira Miller.	Mandatory	Must be accomplished within four in-game days once the mission has begun.
III	Extract the commander from Wakh Sind Barracks.	Optional	Easy to recognize: look for his distinctive red beret.
IV	Complete the mission without being discovered by the Skulls.	Optional	Can be accomplished easily on a second playthrough.
V	Secure the rough diamonds hidden in Spugmay Keep.	Optional	Found close to your starting position.
VI	Extract the transport truck driver.	Optional	Found in Wialo Village before he departs.

### Notes

**First Playthrough:** Aim to complete Mission Tasks **I**, **II** and **V**. Avoiding detection by the Skulls (**IV**) is ridiculously simple on a return visit, so don't trouble yourself with it now. **III** and **VI** are impossible until you unlock the Fulton Recovery Unit.

- If you have yet to read the Primer chapter, we strongly advise that you do so now. One vital lesson is that crawling is the key to remaining unseen during infiltrations. Whenever you spot enemies in the vicinity, get in the habit of crawling most of the time, crouch-walking for extra speed only when you are absolutely sure that no one is looking your way.
- Note that you won't be able to obtain intel from soldiers that you interrogate (or understand what they are saying when you hear their conversations) until you later recruit an interpreter by completing a specific side op. See page 206 for details.

- You are free to use lethal or non-lethal methods to take down your opponents. Lethal methods permanently remove the victims from the fray, but have a negative impact on your mission score. Nonlethal methods are score-friendly, but the victim will regain consciousness after a time, which can be problematic. Whatever you opt for, always favor weapons equipped with a suppressor to avoid triggering the alarm whenever you fire – though place your shots carefully. The condition of a fitted suppressor will deteriorate each time you fire, leading them to eventually wear out entirely.
- The day/night cycle has a massive impact on how missions play out. Enemy shifts change at dusk and dawn, with the changes in visibility having a profound effect on the difficulty of infiltrations. See page 18 for further details on this system.



### WALKTHROUGH

- 1 Follow Ocelot's instructions to familiarize yourself with the binoculars (**R1**/**RB**), listen to intel (**L1**/**LB**), and place a marker (**L2**/**LT**). (On subsequent attempts to complete this mission with a high score or to satisfy remaining Mission Task requirements, you can ignore these opening steps and skip directly to step 6.)
- 2 Head to the hill to the south of Da Wialo Kallai and mark as many soldiers as you can with the binoculars. For distant enemies, adjust the zoom level accordingly.



## Mission Area

WALKTHROUGH



This is the commander, distinguished by his red beret, you need to extract from Wakh Sind Barracks to fulfill the corresponding optional Mission Task. He patrols in a well-guarded area in the northern section of the base, so you will need to approach him carefully.

Wakh Sind Barracks

Da Ghwandal Khai

see page 62

MISSION 01-03

Da Wialo

see page 64

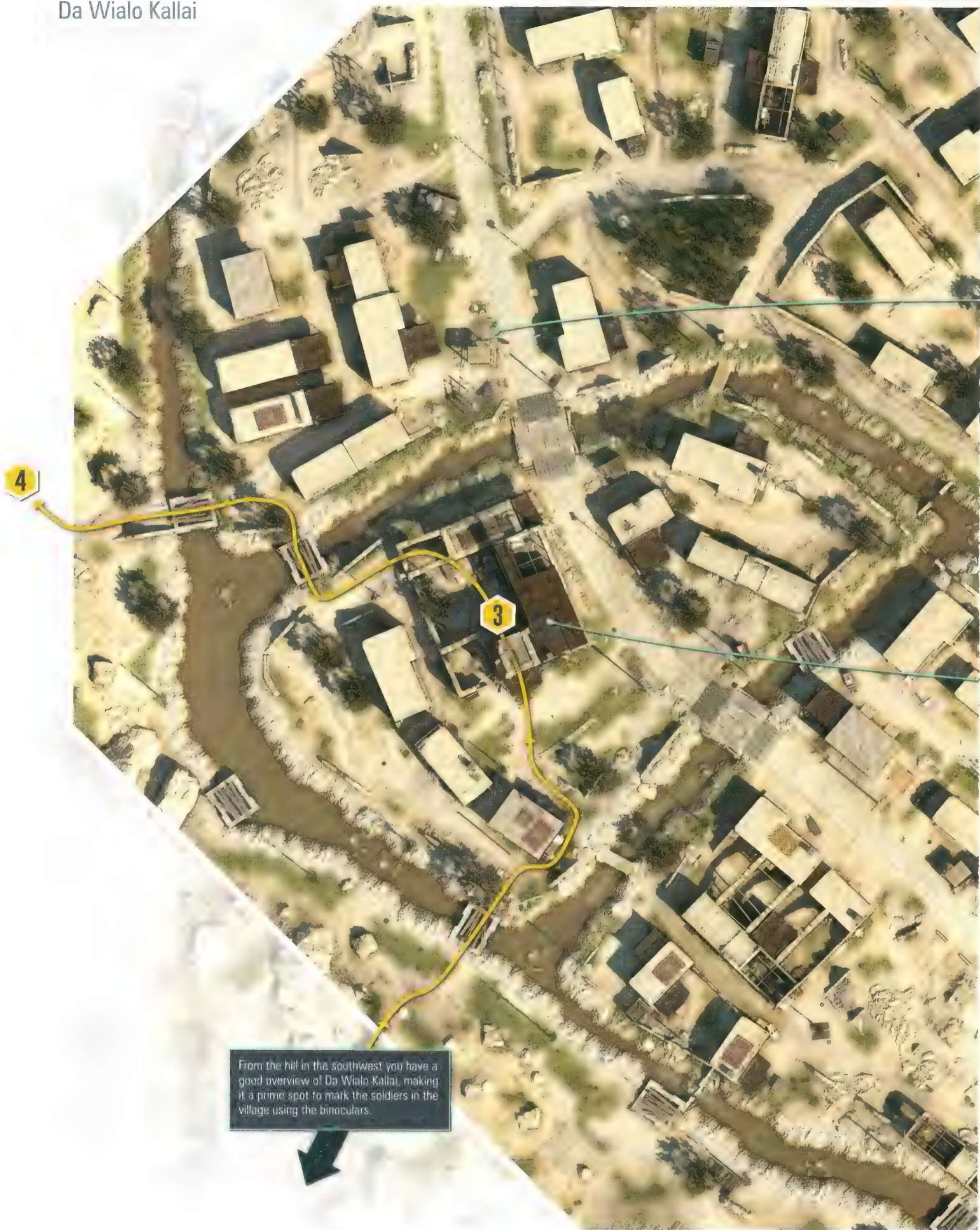
200 m

In addition to the intel file available in Da Wialo Village, an equivalent document (with the exact same effect of revealing Miller's location) can be found in the Eastern Communications Outpost, inside the central building with the comms equipment. You can safely ignore this

This is where the rough diamonds collectible required to complete an optional Mission Task is hidden, close to your starting position. To reach it, use the crack in the cliff to scale the wall.



## Da Wialo Kallai





# [❖] MISSION 01: "PHANTOM LIMBS"

[CONTINUED]

WALKTHROUGH



The truck driver that you need to extract to complete a Mission Task (impossible on a first playthrough) is positioned here. If you move directly to Da Wialo Village straight from your starting point, you can tranquilize and extract him within the first few minutes of the mission.

MISSION 01-03



You can find an intel file inside this building, on the upper floor. Securing this reveals the position of Miller on your iDroid map and completes the related Mission Task.



## WALKTHROUGH

- 3 Infiltrate the main building in the center of the village, silencing or bypassing any soldiers on your way, and retrieve the intel on the upper floor.
- 4 Head towards the waypoint to the northeast, riding D-Horse (who you can call with **(L1)**/**(LB)**) to speed up the journey. You can circle around the enemy outpost on the way, or clear it for extra practice and resources.



## Da Ghwandai Khar



This is the building where Miller is held prisoner. On a subsequent playthrough where you aim for a high score based on speed, avoid Da Wlalo Village entirely. Approach from the east if you want to avoid encountering too many enemies on your way, but silence those you do pass to make your escape easier. The room where Miller is detained is on the uppermost floor level.



The hill to the southwest is a great spot to mark some of the soldiers in Da Ghwandai Khar.

20 m



## [❖] MISSION 01: “PHANTOM LIMBS” [CONTINUED]

### WALKTHROUGH

- 5 Use the hill to the southwest of Da Ghwandai Khar to reconnoiter the location.
- 6 Head to Miller's location, taking down any opponents you encounter. Before you rescue him, consider silencing all enemies in the immediate vicinity. Miller is found on the building's top floor. You need to rescue him within four in-game days of Big Boss's arrival in the mission area.
- 7 With Miller on your back, head towards the landing zone to the east. Call your horse and place Miller on it with **○/B**. You can then jump into the saddle with **△/Y**.
- 8 Once the Skulls have appeared, gallop at full speed past them on your way to the new landing zone. The Skulls are incredibly fast and will give chase, but you will eventually lose them. When you reach the chopper, put Miller on board and then jump in to complete the mission.

**S Rank Notes:** Speed and stealth will suffice, as you can skip numerous mission steps. Gallop straight to Miller at Da Ghwandai Khar at the start of the mission, neutralize the bare minimum number of guards to reach him in the north of the base and leave without detection, change the landing zone to avoid the confrontation with the Skulls, then exfiltrate as soon as the chopper arrives.

## [❖] MISSION 02: “DIAMOND DOGS”

### MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Complete the Fulton extraction training.	Mandatory	Simply follow Ocelot's instructions to complete all objectives.
II	Extract staff, raising your R&D Team's level.	Mandatory	
III	Develop the cardboard box and complete basic training.	Mandatory	
IV	Complete restrain training.	Optional	
V	Complete strike training.	Optional	

### Notes

- This mission acts as a tutorial for key game mechanics. It is not by any means difficult, and as such is not rated in the score system.
- The Fulton Recovery Device that you receive here is an absolutely vital piece of equipment. It enables you to extract enemies that you take down with non-lethal techniques. Each new recruit is added to your Mother Base staff and assigned to a team, increasing the productivity and proficiency of the Diamond Dogs operation in the management metagame. See page 40 for details.
- CQC (close quarters combat) refers to the moves you can use while in hand-to-hand combat range to neutralize or restrain enemies. You can use these combat techniques to stun enemies without using ammo (or wearing out suppressors). Read our dedicated section on page 29 for more information.
- Though it acts as a physical hub that you can visit between missions, Mother Base is actually managed via the iDroid menu. There is no need to visit the facility to deal with administrative tasks.

### WALKTHROUGH

- 1 Walk to Ocelot and follow his instructions. Render a nearby soldier unconscious, then extract him with your new Fulton device by holding **△/Y**. You can now open the iDroid and select Staff Management, then Development and Weapons/Items.
- 2 Fulton recover two more soldiers as requested by Ocelot, then develop your first cardboard box and have it delivered to you.
- 3 You can now practice CQC: first restrain one of the volunteers (hold **R2/R1**), then perform a full combo on another one by repeatedly pressing **R2/R1**.
- 4 Once you are done, request the chopper to pick you up at the nearby landing zone via the iDroid menu:  
Missions ➤ Helicopter ➤ Pick Up

When you replay this mission, you can change the extraction chopper's default landing zone to another position, thereby skipping the encounter with the Skulls entirely and completing the related Mission Task to avoid them.



# [!] MISSION 03: "A HERO'S WAY"

MISSION OVERVIEW			
	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Eliminate the Spetsnaz Commander.	Mandatory	Both killing him and extracting him are appropriate solutions.
II	Neutralize the Spetsnaz Commander from a distance of over 100m.	Optional	Most easily achieved with a sniper rifle on a subsequent attempt.
III	Extract the Spetsnaz Commander.	Optional	Can only be done outdoors, ideally after neutralizing nearby guards.
IV	Pick a haoma in the desert between Shago Village and Spugmay Keep.	Optional	A medicinal plant found in the desert to the southeast.
V	Secure the processed materials hidden in Shago Village.	Optional	A single collectible hidden in the village's outskirts.



## Notes

- **First Playthrough:** It's enough to kill the Spetsnaz Commander (I), though extracting him (III) is perfectly plausible and heartily recommended: securing high-grade troops for Mother Base is always a priority. This is a short mission, so it's no trouble at all to complete II, IV and V on a return visit.
- You can choose between two possible landing zones when you launch this mission. The eastern one is close to a hill to the northeast of your objective, where you can mark all soldiers guarding the Da Shago Kallai outpost. This is also the best drop point to complete other Mission Tasks.
- If a wild pup barks at you when you begin the mission, be sure to tranquilize and Fulton recover him: this will, in time, lead to a fantastic reward.



## WALKTHROUGH

- 1 Head to the hill to the northeast or east of Da Shago Kallai and try to mark all soldiers deployed in the area. The Spetnaz Commander, the mission objective, usually stands inside the central building.
- 2 Approach the base stealthily, crawling once you are within the potential sight range of patrols or sentries.
- 3 Acquiring staff for Mother Base is important. Tranquilize any guard that patrols alone and Fulton extract them when no one is looking your way. By clearing the area of potential opponents, it's then easy to extract the Spetsnaz Commander. You can then exfiltrate either by moving out of the mission area or by calling the chopper and heading to a landing zone.

**S Rank Notes:** For an easy S rating, gallop to the dune to the north of the village with a sniper rifle in hands and snipe the commander through the window, then swiftly exfiltrate the hot zone on D-Horse.

The Spetsnaz Commander, identified by his signature red beret, can usually be found standing inside this building – though he may occasionally wander outside.



## Mission Area

WALKTHROUGH



This hill to the east of Da Shago Kallai is a great spot to mark most soldiers in the compound. If you're lucky, you can even identify the Spetsnaz Commander from here through the window of the main building.

MISSION 01-03



The haoma plant required for an optional Mission Task can be found to the southeast of the base.

200 m



# [!] MISSION 04: "C2W"

## Mission Area

MISSION OVERVIEW		
	[ Mission Tasks ]	[ Type ] [ Details ]
I	Identify the comms equipment at the Eastern Communications Post.	Optional Focus on all three antennas through the binoculars until they have been marked.
II	Destroy the comms equipment at the Eastern Communications Post.	Mandatory* Requires explosives.
III	Secure the rough diamonds hidden near the Eastern Communications Post.	Optional Found at the end of a dirt path.
IV	Destroy the transmitter at the Eastern Communications Post.	Mandatory* Can be achieved with explosives or any suitable firearm (tranquilizer darts or rubber bullets won't work).
V	Extract two prisoners held at Wialo Village.	Optional Both have to be carried outside to be Fulton recovered.
VI	Extract the materials container from the Eastern Communications Post.	Optional Requires the C4 or Fulton upgrade.

\* Completing one of the two mandatory objectives makes the other optional.

## Notes

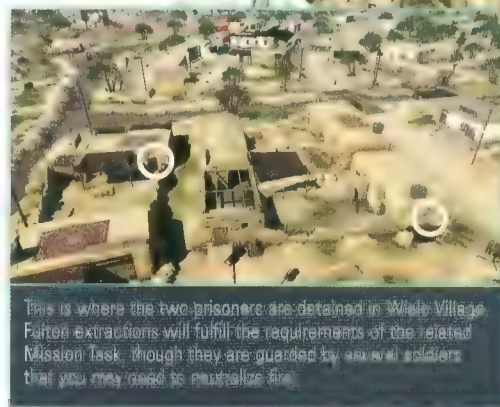
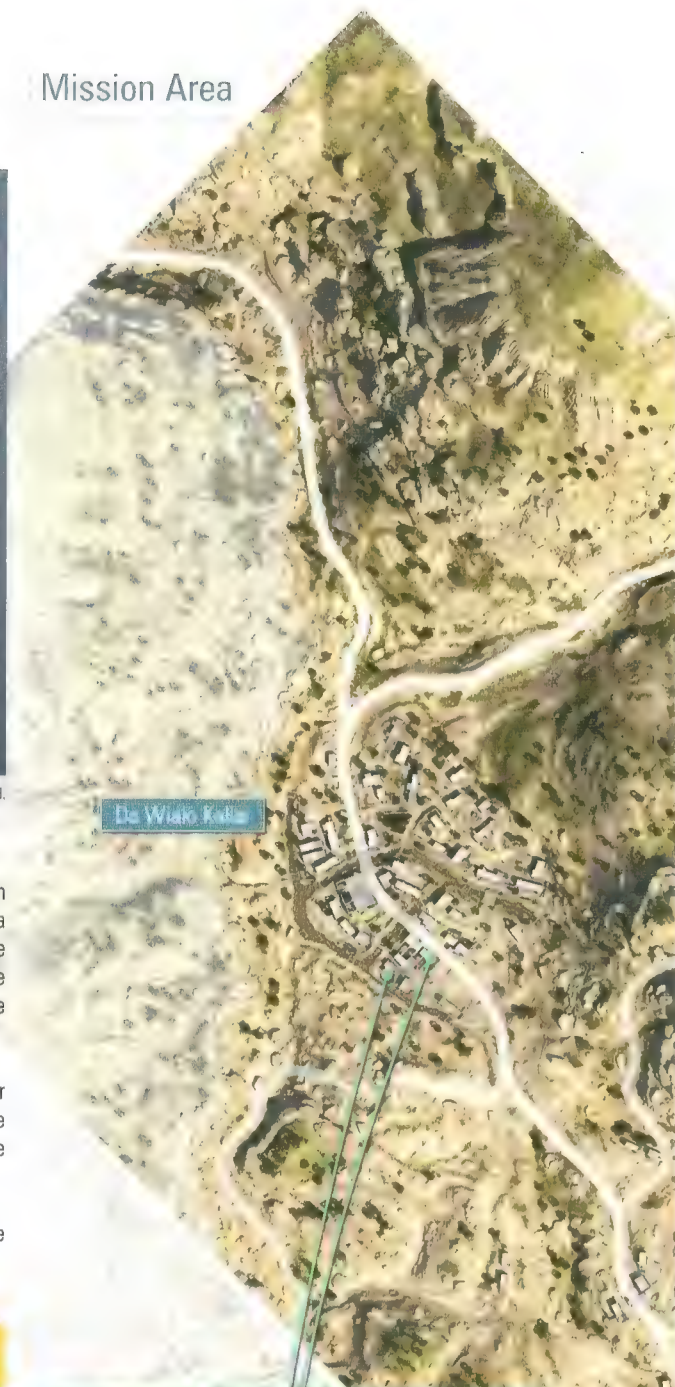
- **First Playthrough:** As you may lack suitable explosives at this early stage, it's enough to destroy the transmitter inside the building (IV) with your assault rifle. Even with a suppressed weapon, this noise will attract nearby guards. You can either neutralize them in advance, or make a hasty escape afterwards, retracing your steps to leave the hot zone. Mission Task VI cannot be completed until you research a Fulton device upgrade later in the story.
- Before you begin this mission, take the time to complete the "Extract Interpreter (Russian)" side op, which takes place nearby and rewards you with real-time translations. This will enable you to interrogate enemies and read subtitles that translate enemy conversations whenever you face Russian soldiers. See page 206 for details.
- It's useful (though not essential) to have grenades, C4, or any other type of explosive for this mission.



## WALKTHROUGH

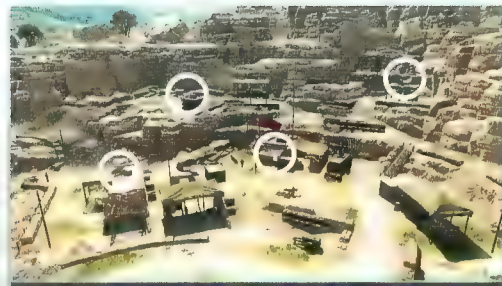
- 1 Follow the road to approach the waypoint to the northeast. You can bypass or clear the small outpost at your discretion.
- 2 Complete the final approach to the base on foot (watch out for a potential patrol here!), crouch-walking close to the cliff wall on the left-hand side of the road until you reach a sloped path. Crawl up here to get a good view of the base from an unprotected vantage point.
- 3 Destroy all three comms equipment dishes with explosives, or the unique radio transmitter inside the central building to complete your main objective – the latter option being the best choice if you don't have explosives. To blow up comms equipment you can use any form of explosive (grenades, C4, rocket launchers, et al.), or even employ the fixed mortar emplacements. Exfiltrate the hot zone to complete the mission, either by running out of the highlighted area or by calling for helicopter extraction.

**S Rank Notes:** Take the most direct route to the Eastern Communications Post, sneak into the building marked by the Soviet flag on the roof via a hole in its rear wall, plant C4 on the radio transmitter, then leave without being detected. If you're quick, you can be in and out before guard patrols necessitate pauses or direct action. You can detonate the C4 charge from a safe distance, just before you exfiltrate the hot zone.





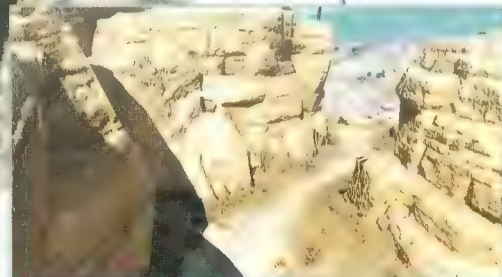
If you have sufficiently upgraded your Fulton Recovery Device, there are two shipping containers that you can extract to complete the corresponding Mission Task.



To complete your main objective, you either need to blow up the three pieces of comms equipment with explosives (look for the satellite dishes), or destroy the radio transmitter inside the main building (the one with the Soviet Union flag flying overhead). Don't forget to mark the comms equipment with your binoculars before you destroy them to complete the related Mission Task.

Eastern Communications Post

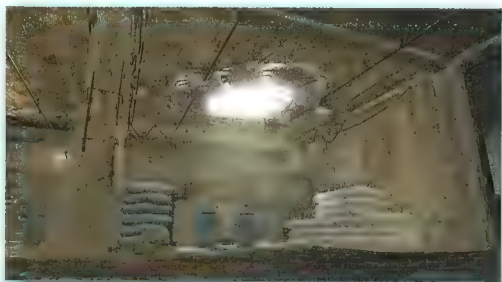
MISSION 04-06



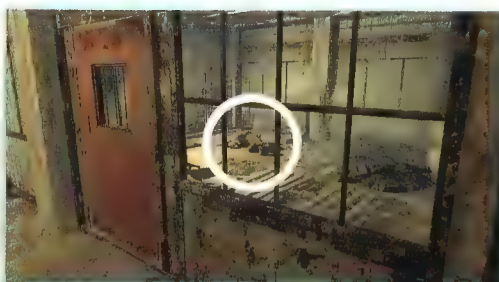
The rough diamonds required to fulfill a Mission Task are found here, on the mountain path at the back of the Eastern Communications Post, in a small recess in the rock wall. This mountain path leads to a cliff that offers an excellent vantage point above the Eastern Communications Post.

200 m





In the storage area opposite the door that you take to reach the captive engineer, there is a large hole in the ceiling. This is big enough for you to Fulton extract the prisoner, an act that satisfies both the mandatory mission requirement and an Optional Task: you can also send any guards that you might have neutralized back to Mother Base. You are then free to leave or attend to other Mission Tasks.



The captive engineer awaits your arrival behind a locked door in the facility's underground section, accessed by two separate staircases. Hold **△/Y** to unlock it. He is guarded by one fixed soldier, with at least one other patrolling in the immediate vicinity.

The front entrance is heavily guarded, with many other guards stationed inside. Unless you are looking to test your mettle in one way or another, avoid it entirely.

## Mission Area



A blueprint collectible required for an optional Mission Task is found in this small building. If there is a guard inside, lure him out by making a noise before acquiring the item.



# [!] MISSION 05: "OVER THE FENCE"



A prisoner attempting to escape can be found atop the base's outer wall, close to the front entrance. Extracting him completes the related Mission Task.

A four-wheel drive patrols between the local outposts and actually passes your approximate position after thirty seconds if you begin at the eastern LZ. It then stops for a while right outside the front entrance to Wakh Sind Barracks before continuing on. It will return to the area at regular intervals. To complete the Mission Task to extract it, either begin the mission at the east LZ to intercept it immediately, or complete other objectives and then wait for it at the crossroads shown here. If you position D-Horse on the junction, the driver will stop – which is your cue to spring your ambush.

There's an intel file in the small building here, though it's not necessary to collect it: it simply reveals the location of the engineer.

200 m

WALKTHROUGH

## MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Extract the captive engineer.	Mandatory	You can only use the Fulton device if there are no obstructions over the fence.
II	Fulton extract the engineer through the hole in the facility's basement ceiling.	Optional	Check the onscreen percentage when you are about to use the Fulton device: if it doesn't read 100%, the engineer has to be repositioned.
III	Extract the prisoner plotting to escape from Wakh Sind Barracks.	Optional	If a soldier sees the Fulton balloon, he will investigate.
IV	Extract the four-wheel drive patrolling between outposts.	Optional	Requires the Cargo 2 Fulton upgrade.
V	Secure the blueprint at Wakh Sind Barracks.	Optional	A collectible that looks like a gray briefcase.

## Notes

MISSION 04-06

- **First Playthrough:** It's enough to extract the engineer (I) and depart, though the trick Fulton extraction through the hole in the roof is easy enough to complete before you leave. Mission Task IV cannot be completed until you research the requisite technology later in the story.
- You can choose between two possible landing zones when you launch this mission. The one just south of the base is ideal, as it positions you close to the wall crack that you can climb to bypass the front entrance (and the vast majority of guards).

## WALKTHROUGH

- 1 Deploy at the landing zone south of the base. Head towards the wall crack on the west side of Wakh Sind Barracks. No one should spot you if you crouch-walk or crawl.
- 2 Climb the wall crack and approach the basement entrance, silencing the soldier on the way. Look for a concrete staircase near the building.
- 3 Once at the bottom of the steps (watch and listen carefully for a potential patrol), crawl along the corridor and take down the guard standing watch outside the room where the engineer is held prisoner, then check that the area is clear. You can then carry the engineer to a position below the hole in the ceiling in the storeroom area, and Fulton recover him. You are then free to retrace your steps and leave the mission area, or to fulfill other Mission Tasks before you exfiltrate.

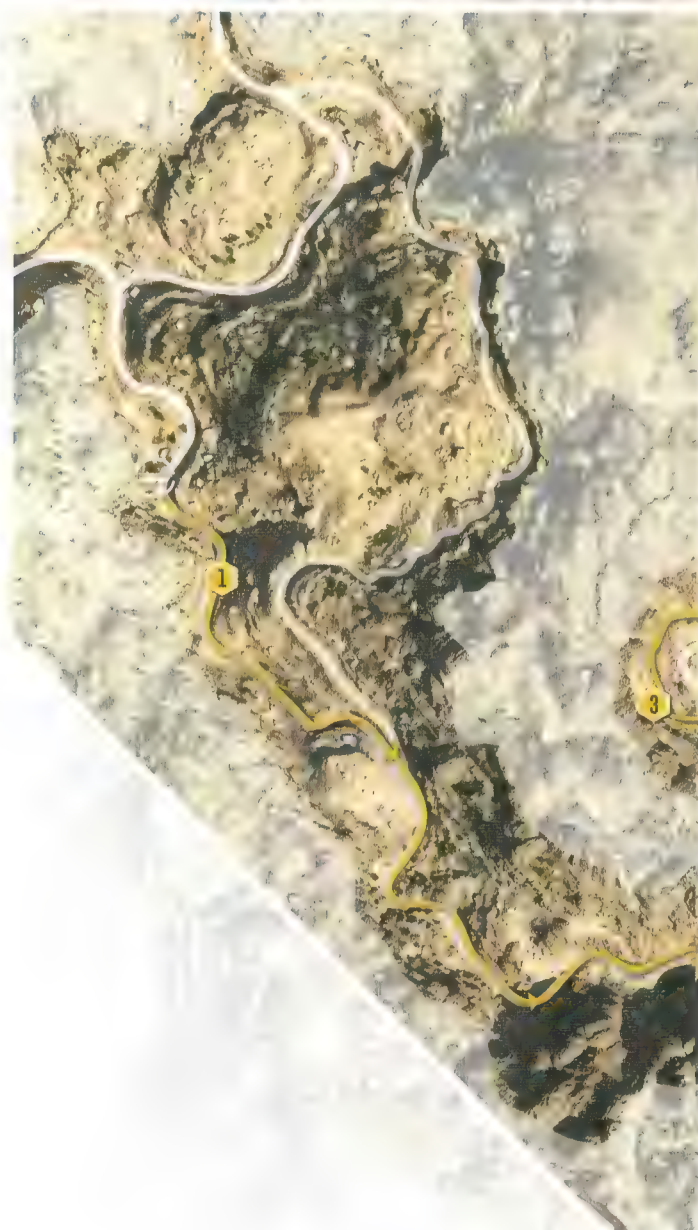
**S Rank Notes:** As is so often the case, stealth and speed are critical. Rush to the engineer via the wall crack and Fulton recover him through the hole in the ceiling. Extract the second prisoner as well before you exfiltrate the hot zone.



# [❗] MISSION 06: "WHERE DO THE BEES SLEEP?"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Secure the Honey Bee.	Mandatory	This is a rocket launcher hidden in the far reaches of the Da Smasei Laman cave network.
II Eliminate the Skulls.	Optional	Killing or disabling one of them is enough to complete this task.
III Secure the Honey Bee with its ammunition intact.	Optional	Complete the mission without firing the Honey Bee.
IV Extract the prisoner who cannot speak.	Optional	Originally located on the opposite side of Mountain Relay Base's bridge, then transported to Smasei Fort after a fixed period of time.
V Extract two snipers at the Mountain Relay Base.	Optional	Most commonly found on the walkways beneath the main road of the Mountain Relay Base's imposing bridge.
VI Eliminate the gunship.	Optional	If you use the Honey Bee, your mission reward will be reduced.

## Mission Area



## WALKTHROUGH

- 1 Head south then east to reach the Mountain Relay Base.
- 2 The Mountain Relay Base is heavily guarded. Mark as many soldiers as you can from your elevated vantage point when you arrive.
- 3 The easiest way to bypass the hostiles on and around the bridge (especially the snipers) is to skirt around it entirely via the "path" to the north, staying close to the cliff wall (which will always be to your left). Hold **△/Y** when you reach the rocky area to climb up rather than slide down the slope.
- 4 After sneaking past the guards on the other side of the bridge, continue towards Da Smasei Laman.
- 5 Be sure to approach the Da Smasei Laman zone via the northern passage. This leads you to a vantage point where you can mark most soldiers in one short bout of scouting.
- 6 Climb down and crouch-walk or crawl towards the cave entrance to your left. Make your way to the upper level via the steps, then head east until you find a relatively steep slope that leads deeper into the cave network.
- 7 Once you arrive at the small stream, pick up the Honey Bee on the floor of a room at the far end of the area.
- 8 Head back to the stream and follow the path that leads to the south until you arrive at a position looking down on the main base, where a cutscene begins. The easiest way to succeed against the Skulls on a first attempt is to avoid the confrontation entirely: call for the helicopter to pick you up and sprint to the corresponding landing zone.

**S Rank Notes:** First, extract the mute prisoner, ideally while he is still located close to the Mountain Relay Base bridge, or on the road beyond it. Secondly, do not fire the Honey Bee. Thirdly, destroy Smasei Fort's anti-air radar to unlock a new (closer) landing zone. Finally, defeat the Skulls by countering their melee attacks, then follow up with machine gun fire while they are briefly disabled.



WALKTHROUGH

MISSION 04-06



## Notes

- **First Playthrough:** This is a huge and very demanding mission that can be incredibly tense when you first experience it. There is no shame in taking your time to reach the Honey Bee, then sprinting or riding without a backward glance to skip the optional boss battle. On a later return, with the superior weapons and equipment that progress will furnish you with, completing the optional Mission Tasks is much easier.
- If you intend to take down the enemy gunship to fulfill the related Mission Task, be sure to take your own rocket launcher along. Using the Honey Bee will reduce your final mission score.

200 m







# [❗] MISSION 06: "WHERE DO THE BEES SLEEP?"

[CONTINUED]

WALKTHROUGH



If you are quick to reach the mute prisoner, you can silence his captors (and any other potential onlookers) and then extract him to fulfill the related Mission Task. If you take too long, he will be moved to Da Smasei Laman, where the process of rescuing him becomes much more complicated.

MISSION 04-06



# [❖] MISSION 06: "WHERE DO THE BEES SLEEP?"

[CONTINUED]



Da Smasei Laman

## THE SKULLS

On a first attempt, the battle against the Skulls is intimidating, as they move with inhuman speed and have a tendency to warp away every time you begin to damage them. With a little practice, however, this can be a much easier boss fight than you think.

**Marking The Skulls:** Make sure you mark all four Skulls early on. This will make them significantly easier to track.

**Blue Mist:** At regular intervals, the Skulls summon a blue mist that drastically lowers visibility. You can counter this by equipping night vision goggles. During these phases, packs of puppet soldiers tend to converge and approach you. In those moments, you can toss a grenade to eliminate them all and damage the Skulls who were hiding among them.

**Honey Bee:** If you use the Honey Bee, defeating the Skulls is extremely easy due to the weapon's homing projectiles. This will, however, entail the sacrifice of a score bonus and the successful completion of the optional Mission Task to preserve its ammunition.

**Grenades:** If you head back inside the cave to your north when the battle begins, and draw the Skulls to a choke point on the upper floor such as a narrow arch or doorway, you can engineer a scenario where the Skulls come to you by pairs, or even all four at a time. With grenades, or mines and C4 planted in advance, you can fight this battle on your own terms.

**Counterattacks:** A very efficient method to eliminate the Skulls is to let them perform their jump attack where they dash at you with their swords. If you counter this by facing them and pressing **R2/RT** during the brief window when the button prompt appears onscreen, you will neutralize them for a few seconds. Fire at them continuously with an assault rifle or machine gun during this period of incapacitation and you will kill them almost instantly. This tactic can be employed to defeat all four Skulls in no more than a minute or two.



This cliff to the west of Da Smasei Laman is the best vantage point to mark all soldiers who potentially obstruct your path to the caves.

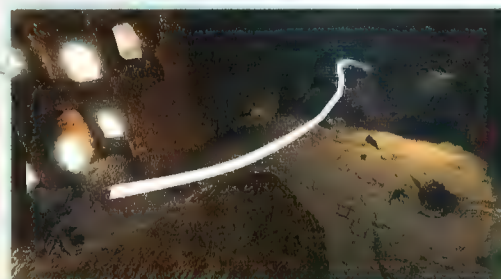




WALKTHROUGH



**Tunnel Navigation (1):** The network of tunnels here can be a little confusing as there are many corridors and rooms. The way to the Honey Bee involves going up the steps to reach the level above, then east.



**Tunnel Navigation (2):** Once you reach this passageway go north, down the slope, until you come to a small stream. From here, the Honey Bee is just a short stroll to the west, hidden behind a crate in one of the rooms.

MISSION 04-06



Fleeing is fine when the Skulls arrive, but there are also ways that less-experienced players can defeat them. Once the battle begins on your return to the main base area outside, try to retreat to the archway on the upper floor, a short run to the north of your position. The Skulls will usually attack in pairs, but will remain on the other side of the archway. One grenade explosion can hit two, or even all four of them at a time. After each successful explosion, they will use their eerie powers to protect themselves with a rocklike shield, but this will soon disappear. Repeat this technique to end the battle. If the Skulls do not come to you, employ an inventive lure or common daring to entice them over.

If you fail to intercept him earlier in the mission, the mute prisoner is transported to this position. Extracting him here is harder as there are many other soldiers in the vicinity. On a first attempt, you can actually follow the prisoner and the guards to reach the Honey Bee if you are patient enough and carefully silence other hostiles that you encounter. If you don't intervene soon enough, however, the soldiers will eventually kill the prisoner.

If you destroy this anti-air radar dish, you will unlock a new landing zone. This enables you to leave the area very quickly at the end of the mission – a boon for those aiming for an S rank.



# [!] MISSION 07: "RED BRASS"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Eliminate the commander of the company stationed at Wialo Village.	Mandatory	
II Eliminate the commander of the platoon stationed at Shago Village.	Mandatory	All three meet inside a house at Wialo Village, but will attempt to escape if you are detected.
III Eliminate the commander of the platoon stationed at Wakh Sind Barracks.	Mandatory	
IV Extract the commander and all soldiers riding in his vehicle.	Optional	This refers to the occupants of the four-wheel drive that departs from Wakh Sind Barracks.
V Extract two prisoners held at Ghwandai Town.	Optional	Carry them outside first to Fulton recover them, or by leaving the mission area by land with the trip fast asleep in a four-wheel drive.
VI Listen to the end of the commanders' conversation.	Optional	Occurs inside a house at Wialo Village. Necessitates that all three commanders arrive at the meeting without incident.
VII Extract two prisoners held at Ghwandai Town.	Optional	Carry them outside first to Fulton recover them.



## Notes

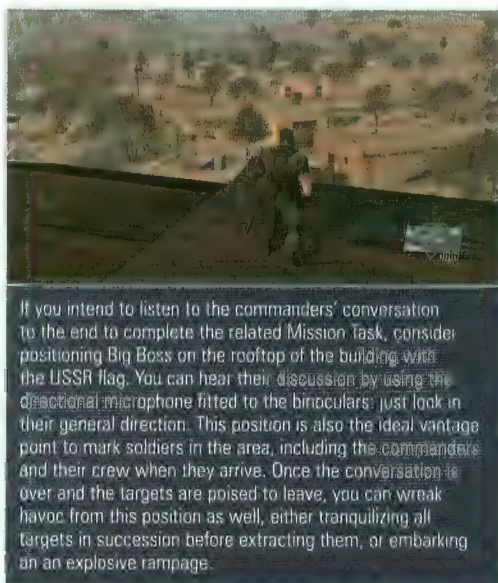
- **First Playthrough:** This fascinating mission has great replay potential, so it's perfectly fine to make your move when the three commanders meet at Wialo Village (I, II and III). They are usually high-level potential Mother Base recruits, so satisfying the conditions for Mission Task V might also be in your best interests.
- You can choose between six mission start points. If you plan to intercept a commander en route to Wialo Village, select a landing zone close to Wakh Sind Barracks or Shago Village.



## WALKTHROUGH

- On a first playthrough, feel free to intercept at least one of the two four-wheel drives. You can create an impromptu roadblock with D-Horse and then tranquilize and extract the soldiers, if you wish, or blow them up with an explosive. You can then head to Wialo Village and quietly take down all soldiers one by one. If you position Big Boss on the rooftop of the building with the red USSR flag, you will have a commanding view of the entire village. Be sure to remain unseen, however: if the alarm is raised, the commanders that are still alive will attempt to escape, forcing you to give chase.
- On a subsequent playthrough, define your strategy based on your objectives. If you want to complete the less obvious Mission Tasks, one effective scenario is to deploy near Ghwandai, quickly extract the two prisoners, then head to the meeting of the three commanders in time to eavesdrop on their conversation, then extract them all once their conversation is over.

**S Rank Notes:** Speed is key to securing an S rating. Choose a starting point close to one of the two commanders travelling to the meeting point – ideally the one to the north, as extracting his companions as well offers a score bonus. If you can send all four back to Mother Base while they're still in the vehicle, all the better. You can then gallop at full speed to extract the second commander before he makes it to Wialo Village, then reach and recover the third at the meeting place before you leave the mission area.





## Mission Area

WALKTHROUGH

MISSION 07-09

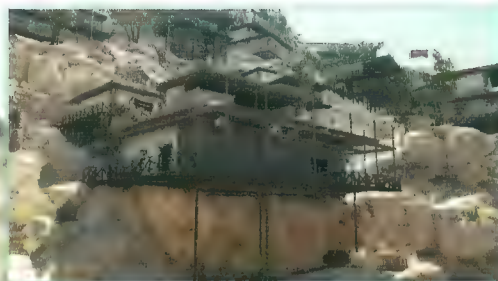


Mission Task IV refers to the four-wheel drive that sets off from the Barracks. As long as you Fulton extract all four passengers without killing them, you're in the clear.

Two commanders journey from Wahli Snd Barracks and Shago Village respectively to meet a third stationed at Walo Village. You can intercept the two that must travel with old-fashioned ambushes (D-Horse is ever-obliging in this duty), then disable the drivers before you take out everyone else in the vehicles. If you're fast, you can begin with the commander departing from the Barracks, then gallop at full speed to intercept the second before he reaches Walo Village.



If you rush from the western starting point to this area by an empty house, you will trigger the departure of the convoy. You can fashion an ambush with an improvised roadblock and explosives here. On a later playthrough, once you have the Cargo 2 upgrade for your Fulton device, halt the convoy here and then sneak up behind each vehicle in turn to extract them before the occupants can spot you and react, completing multiple Mission Tasks at once.

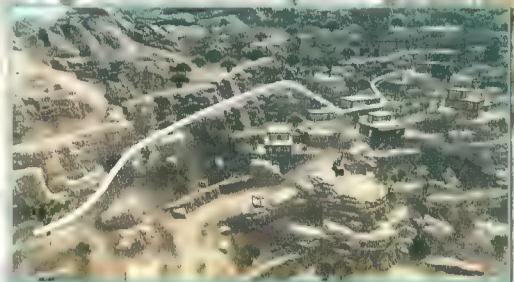


The prisoner you can rescue to complete an optional Mission Task is detained in this house, to the northeast of the village. Silence all soldiers patrolling in the vicinity, then carry him outside and Fulton extract him.

If you disable all soldiers in the village prior to the arrival of the convoy, this natural choke point is a fantastic place to ambush the convoy. If you block the road here with a vehicle or the ever-compliant, ever-trusting D-Horse (the "D", we suspect, actually stands for "diversion"), you can plant C4 in the road ahead to destroy at least one tank instantly, and then tackle the second with a rocket launcher.



This is the house where the deployment plans are found. Collecting them triggers the departure of the convoy from its point of origin, so make sure you are fully ready to proceed beforehand. If you ignore the plans but leave the village, this will also set the convoy in motion.



If you start the mission from the east LZ, you can make your approach towards the house with the deployment plans by crouch-walking along the top of the hill to your left (south of the village). This is an easy way to reach your objective without inviting suspicious glances, though you are free to pressgang anyone and everyone in your path to swell the ranks at Mother Base if you wish.

## MISSION 08: "OCCUPATION FORCES"



### MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Secure the deployment plans.	Optional	An intel file collectible that reveals the route followed by the convoy. Not technically essential, but serves to hurry events along if you start close to the village.
II	Eliminate the colonel.	Mandatory	He is inside a truck, escorted by tanks, and will die if you destroy his vehicle.
III	Eliminate all tanks.	Mandatory	Extracting them also fulfills this objective.
IV	Extract the colonel.	Optional	You will need to stop his truck to achieve this – for example, by damaging its tires or disabling the driver. When you later have the necessary tech, you can extract him by using an upgraded Fulton device on the truck with him inside.
V	Eliminate the colonel and all tanks before they reach Smasei Fort.	Optional	Easy once you are familiar with the mission.
VI	Extract the prisoner held at Sakra Ee Village.	Optional	Fulton extraction possible.
VII	Extract all tanks.	Optional	Requires the Cargo 2 Fulton upgrade.



## Mission Area



### WALKTHROUGH

- 1 Infiltrate Sakra Ee Village from the east, crouch-walking along the top of the hill to your left.
- 2 Enter the house at the top of the village to find the deployment plans. This triggers a cutscene and the active movement of a convoy that you need to stop. Retrace your steps to exit the village. Attacking the tanks will cause a commotion and draw attention, so you do not want to remain too close to the village and its many soldiers.
- 3 When you reach a defensible position where you have a good view of the road (with at least one suitable cover position), prepare an ambush. Station D-Horse in the middle of the road to stop the convoy, then plant three C4 charges approximately 15 meters away from your stand, in the direction that the convoy will approach from. Detonate the C4 to stop the first tank, then immediately blow up the truck with a rocket launcher – the colonel riding inside should die instantly. To get rid of the second tank, fire and take cover as you reload to avoid reprisals. Once it explodes, finish off the first tank. If you are blessed with outstanding spatial awareness, you can do most of the work here with judiciously placed C4 charges and mines.

**S Rank Notes:** Leave this challenge until you have the Cargo 2 upgrade for your Fulton device. Gallop from the western starting point to the area by the empty house. Leave D-Horse on the road to stop the convoy, then Fulton extract all three vehicles in a row.

■ WALKTHROUGH

■ MISSION 07-09



200 m



## Notes

- **First Playthrough:** Destroying the truck and the two tanks with an ambush in a secluded locale away from other enemies is the best way to go. If you have yet to do so, research C4 explosives and a rocket launcher before you begin this mission. Disregard Mission Task VII entirely, as you cannot complete this until you gain a Fulton upgrade acquired later in the story.
- Destroying the tanks can take three or four placed C4 charges, or as many shots of a basic rocket launcher. The more powerful your explosive munitions are, though, the easier any ambush will be. If you have the chance to research upgrades or alternative rocket launchers, do so before you begin. This is relevant to the next mission as well, so it's a worthwhile expense.



# [❗] MISSION 09: "BACKUP, BACK DOWN"

MISSION OVERVIEW			
	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Eliminate an armored vehicle.	Mandatory	Extracting them also counts.
II	Eliminate multiple fighting vehicles or gunships.	Optional	It takes two vehicles to fulfill this condition.
III	Eliminate all armored vehicles without receiving a resupply or fire support.	Optional	This only applies to the first seven vehicles.
IV	Secure a weapon carried by a transport truck.	Optional	You don't have to destroy the truck itself; securing the weapon it carries is enough.
V	Extract an armored vehicle.	Optional	Requires the Cargo 2 Fulton upgrade.
VI	Extract the four soldiers searching for the escaped prisoner.	Optional	The squad is found in the south canyon.
VII	Extract all prisoners.	Optional	There are six prisoners in the southern half of the map.
VIII	Extract three tanks.	Optional	Requires the Cargo 2 Fulton upgrade.

There are three locations where you can find rocket launcher ammo in the hot zone: in two guard posts, and in the truck parked outside Yakho Obao Supply Outpost. Picking these up will make it easier to accomplish goals without supply drops, and therefore to complete the related Mission Task (III).



The road to the north of Yakho Obao Supply Outpost should be your first and only choice for ambushes, as almost all relevant vehicles converge or pass by this choke point, leaving you free to set up ambushes in advance. On a first playthrough, plant four C4 charges in the middle of the road, order a supply drop to refill your ammo and detonate the explosives as the first tank passes over them. You can repeat this trick multiple times. On a later playthrough, you can use D-Horse to block the road and extract vehicles instead.

The six prisoners (🚩) you need to extract to complete the related Mission Task are found in the following locations:

- One in a hut outside Lamar Khaate Palace
- One on the dunes to the east of Lamar Khaate Palace.
- One in the canyon to the east of Lamar Khaate Palace, with soldiers in pursuit who will kill him unless you rescue him quickly.
- One close to the river to the north of Lamar Khaate Palace
- One in the underground cell at Wakh Sind Barracks.
- One transported in a four-wheel drive from the north to the east (via Wakh Sind Barracks).

There are four soldiers searching for an escaped prisoner in the canyon to the south of the mission area. If you want to complete the related Mission Task (VI), you need to extract them all. This is not particularly difficult in itself, but you will also need to do so before they find and execute the prisoner escaping further down that canyon if you want to complete the optional objective relating to the prisoners (VII).





## Notes

- **First Playthrough:** You only actually need to destroy one marked vehicle and then leave the hot zone after the timer expires to complete the mission, so the actual difficulty level is determined by your level of ambition. Mission Tasks **V** and **VIII** are not possible until you have researched the Cargo 2 Fulton device upgrade later in the story.

## Mission Area



- This mission does not have any checkpoints. If you die or restart, you go back to the very beginning.
- There are three possible start positions for this mission. The one to the north is closest to the best location for ambushes.
- Until you have the Fulton upgrade, which enables you to complete the mission with stealth and finesse, bring along C4 and a rocket launcher. Mines are also great if you have had the opportunity to research them.
- If you ever have need of a ready source of vehicles for Mother Base, this mission is tailor-made for farming once you have the Cargo 2 Fulton upgrade.
- Don't attempt to complete all Mission Tasks at once! On that path lies madness. "Backup, Back Down" requires multiple playthroughs to master, and fulfilling certain objectives will necessitate that you sacrifice others. As long as you destroy just one marked vehicle, you are free to attend to other Mission Tasks (such as extracting the enemy search party and rescuing the prisoners).



## WALKTHROUGH

- This is a completely nonlinear mission, in which your goal is to destroy as many enemy vehicles as you can. The more you dispatch, the better your reward. The vehicles that you must destroy appear in the order shown on our map (from **A** to **G**), all heading north.
- On your first attempt, your limited equipment means that C4 is the most effective option to blow up tanks. The ideal spot to set up such ambushes is on the road to the north of Yakho Oboo Supply Outpost, where all vehicles converge. Plant C4 charges on the road before each vehicle arrives and detonate them at the appropriate moment. Order supply drops between each wave to refill your stocks for the next ambushes. If something goes awry, use a rocket launcher to finish off a target.
- Two vehicles associated with optional Mission Tasks appear during the mission, traveling from the north towards Wakh Sind Barracks. The first is a four-wheel drive that transports a prisoner. The second is a truck that carries a powerful CGM 25 rocket launcher. Stop both vehicles by positioning D-Horse on the road, damaging their tires, or by disabling the drivers.
- If you destroy seven armored vehicles within the time limit, an optional objective becomes available to neutralize three additional tanks and a gunship. Each tank moves in a circular patrol on one edge of the mission area. Take them out with either C4 ambushes or the rocket launcher. To eliminate the enemy gunship, the CGM 25 that you can retrieve is a great choice.
- On later attempts with the Fulton device Cargo 2 upgrade, the option to extract vehicles distracted by a simple (usually horse-shaped) roadblock makes it possible to complete certain Mission Tasks with great ease.

**S Rank Notes:** Speed of completion is not a priority in this mission. The most important step is to eliminate or Fulton extract as many vehicles as possible. If you Fulton the core seven without exception from the ambush point on the road to the north of Yakho Oboo Supply Outpost, you can also secure the additional bonus for not receiving any supply drops. Don't forget to secure the CGM 25 from the truck.

WALKTHROUGH

MISSION D7-09



# [!] MISSION 10: "ANGEL WITH BROKEN WINGS"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Extract the Malakider prisoner from the palace.	Mandatory	Malak can only be rescued if he is not killed by enemies.
II Extract the armored escort vehicle.	Optional	Requires the Cargo 2 Fulton upgrade.
III Extract the three prisoners held at Lamar Khaate Palace.	Optional	They will be executed unless you rescue them quickly.
IV Extract the two prisoners held at Yakho Oboo Supply Outpost.	Optional	Can be Fulton recovered.
V Listen to the last conversation between the transport truck driver and Malak.	Optional	Occurs at Yakho Oboo Supply Outpost. You must be able to hear the subtitles of the driver's speech in order to complete the objective.

## Notes

- **First Playthrough:** Mission Task II cannot be completed just yet, so don't worry about it. Incapacitating and extracting all guards in the palace ruins at the start and rescuing the prisoners is beneficial to secure new recruits for Mother Base. You will hit a checkpoint on your way to Yakho Oboo Supply Outpost, so there's no danger that your efforts will be wasted by an accident later in the mission.
- Choosing D-Dog as your Buddy is extremely helpful, as he will detect the prisoners you need to rescue in advance. D-Horse can also be useful to travel quickly from the palace to the outpost.

## WALKTHROUGH

- 1 Head to Lamar Khaate Palace. Your main target, Malak, is transported to Yakho Oboo Supply Outpost as you arrive: try to mark him before he is taken away, as this will reveal his exact position later on in the mission. Ignore the departing vehicles for now and focus on the prisoners inside the palace if you plan to rescue them before they are executed — though this is purely optional. If you would rather focus on the only mandatory objective (to rescue Malak), skip to step 2.





## Mission Area

WALKTHROUGH



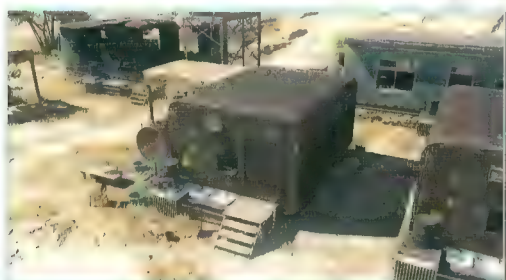
MISSION 10-12



# [❖] MISSION 10: "ANGEL WITH BROKEN WINGS" [CONTINUED]



This hut contains an intel file with information on where Malak is being taken.



The third prisoner is held in this hut. The door is locked, so be sure that you will remain unseen for the five seconds that are required to open it.



There are two prisoners detained inside the palace, with the third held in one of the nearby huts. Focus on those inside the palace ruins in priority before they are executed, using the staircase in the northwest corner to quickly reach them. If you eliminate the man tasked to execute them, you will prevent him from raising the alert. When the coast is clear, move them to a secluded spot outside, or Fulton recover them where you find a hole in the ceiling. Navigation inside the palace ruins can be confusing at first. Move slowly and pay attention to DD's recon skills to identify hostiles in advance.





WALKTHROUGH

WALKTHROUGH

- 2 Use the staircase in the northwest corner of the palace to reach the first two prisoners quickly and bring them back outside (where you can Fulton recover them), eliminating the soldier tasked to execute them before he can raise the alert.
- 3 You are then only a short walk away from the third prisoner. When you are all done, you can move on toward Yakho Oboo Supply Outpost.

MISSION 10-12

Lamar Khaate Palace

20 m



This location provides a good view of the outpost. Consider stopping here to mark all targets within sight on a first attempt.

## Yakho Oboo Supply Outpost

There are two additional prisoners in this room in the northern corner of the outpost, behind a locked door. Unlike Melak, you can Fulton extract them to complete the related Mission Task. You can even do so via the hole in the ceiling in the adjacent room – though, as ever, this may attract unwanted attention if there are guards who might notice the balloons.



20 m



## [!] MISSION 10: "ANGEL WITH BROKEN WINGS" [CONTINUED]

A network of narrow drainage tunnels runs beneath the outpost, and offer multiple points of ingress from outside the walls. The westernmost "hole" inside the walls positions you close to the doors that lead to Malak; the hole just inside the wall at the northern tip of the structure provides access to a door that leads to the two prisoners. You can use these to infiltrate the area stealthily, though this requires no small measure of skill to pull off. Note that neither Malak nor the two prisoners can be carried through the tunnels.



The outpost's back entrance is probably the most convenient point of entry. There are various ways to reach Malak, but one reliable method is to tranquilize the soldier at the rear gate, then lure soldiers patrolling the inner courtyard – one by one – to this same position to incapacitate them. If you would like to be extra careful, you can also entice the soldiers stationed on the walkways above. Once a sufficient number of soldiers have been neutralized (and, ideally, Fulton extracted), you should then be safe to move around the main base area freely. An alternative approach is to create a suitably dramatic distraction close to the front entrance (such as an explosion), then sneak in via the back entrance while the majority of guards rush to investigate.

You can find a ladder on the northeast face of the outpost, close to the easternmost tip of the building. This leads to the structure's rooftop, enabling you to pick off all sentries stationed on the upper walkways and watchtowers if you wish.

If you are not detected, the armored escort vehicle leaves the area once the convoy reaches Yakho Obao Supply Outpost. However, if you trigger an Alert Status prior to this point, the armored vehicle will patrol the area and eventually park inside the outpost.



This is where Malak is held prisoner, and also where he has his final conversation with the truck driver on arrival (you can listen to it from a safe distance by using the directional microphone on your binoculars). Malak's injuries make a Fulton recovery impossible, so you will need to call the helicopter to a nearby landing zone and extract him manually.



## WALKTHROUGH

WALKTHROUGH

- 4 It may be of benefit to make a quick stop at the vantage point to the south to mark as many targets as possible.
- 5 Cautiously make your approach to the outpost, crossing the river to the west of the bridge and crouch-walking along the compound's southwest wall. If you arrive in time, you can listen to Malak's final conversation with the truck driver here, through the wall, to complete the related Mission Task.
- 6 When you reach the compound's northwest face, tranquilize the soldier stationed at the back entrance and use his unconscious body (or any other technique that you favor) to lure the soldiers patrolling the inner courtyard through the gate to positions where you can neutralize them out of sight.
- 7 Once the coast is clear, summon the helicopter to the closest landing zone in advance and head towards Malak. Pick him up and carry him to the chopper to bring the mission to a close.

**S Rank Notes:** Use D-Horse to reach Lamar Khaate Palace in record time, then stealthily Fulton extract the armored vehicle and the four-wheel drive without anyone noticing. You can then carry Malak to the closest landing zone and end the mission in approximately three minutes, for a guaranteed S.

MISSION 10-12





# [!] SIDE OP 82: “MAKE CONTACT WITH EMMERICH”

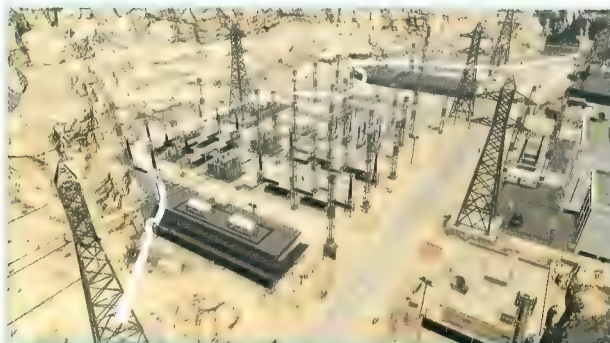
## MISSION OVERVIEW

### Notes

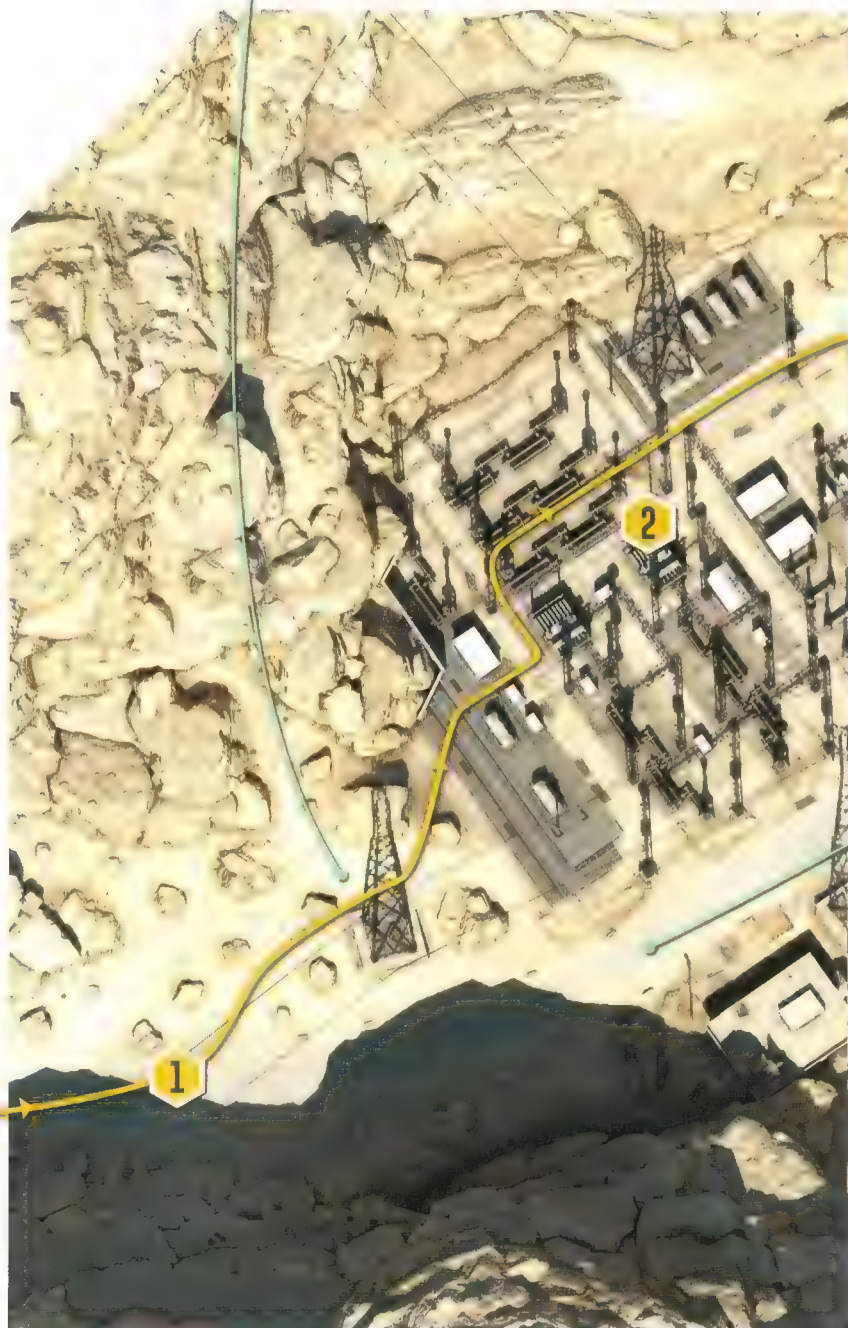
- **First Playthrough:** Though this is considered a side op in the game (and therefore has no Mission Tasks), it effectively serves as a main mission that you must complete to advance the storyline. It also acts as the trigger for Missions 11 and 12, which will begin automatically.
- Choose the landing zone to the north of Yakho Oboo Supply Outpost, as it is the one closest to your destination.
- Mission 11 is automatically triggered on your way to Emmerich's location, beginning when you reach the Aabe Shifap Ruins. If you intend to fight back against your assailant here, and we advise that you do, equip a sniper rifle before you begin. See overleaf for details.
- A word of warning for attentive and creative readers: the shortcut to Serak Power Plant that is found on the road between Wakh Sind Barracks and Qarya Sakhra Ee is inaccessible until you have completed Mission 12, so don't waste your time.

### WALKTHROUGH

- 1 Once you reach the power plant's entrance, take the dirt path to the left. You can avoid the main entrance and hop above the fence to make your way inside.
- 2 Move along the left-hand wall, crouch-walking and crawling as required. There are many cover positions where you can pause to wait for enemies to face away from you, so your progress should be smooth.
- 3 When you reach the stairs, climb up and go around the building, or take down the guards patrolling in front of it if you prefer.
- 4 You can now crawl to the red door at the eastern edge of the plant to end the assignment and trigger Mission 12 automatically. Turn to page 94 for details.



If you enter the power plant from the dirt path to the left of the road, you can easily sneak your way to the red door and conclude this side op in a matter of minutes.







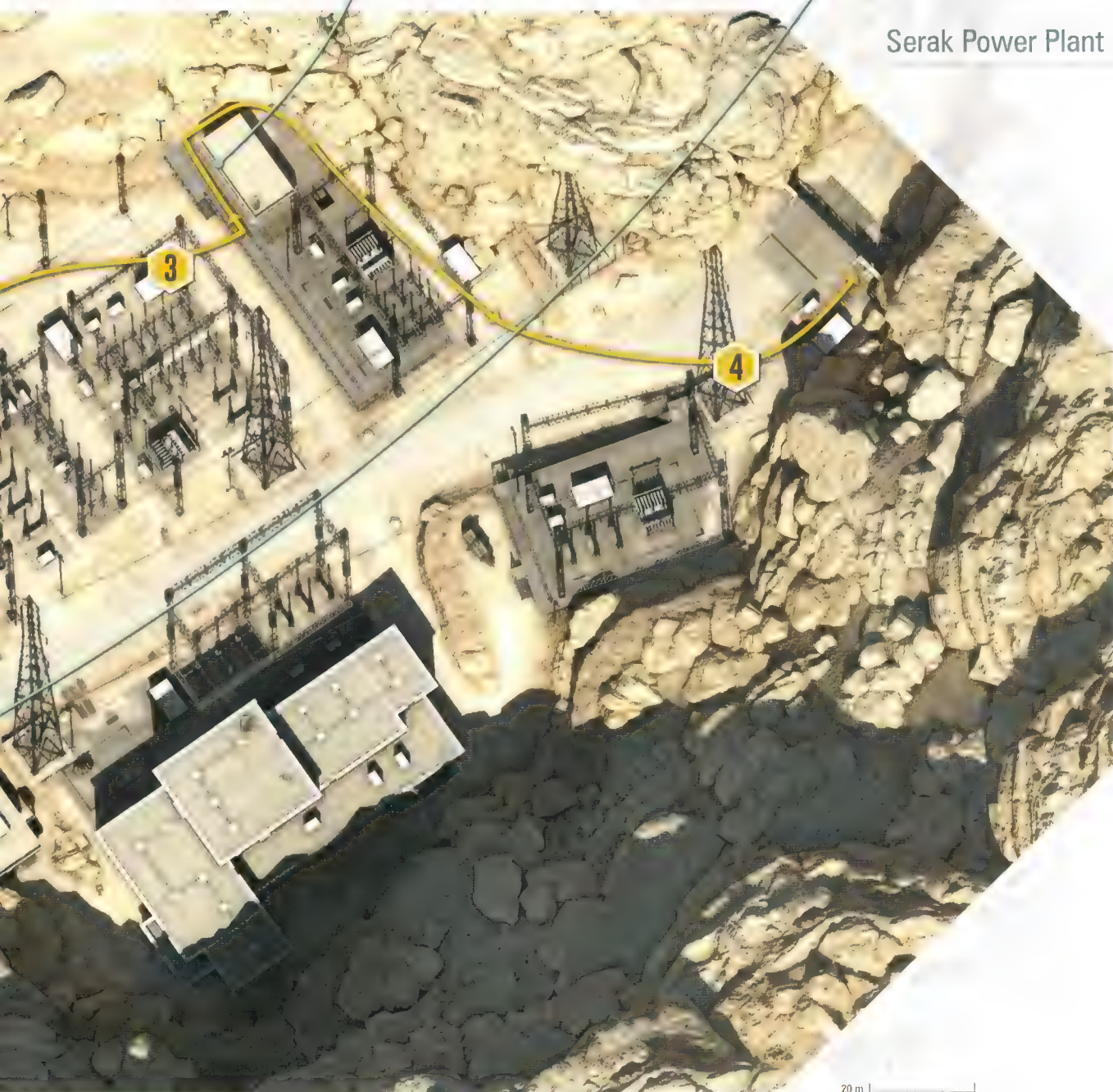
This door is locked. If you do not want to pick the lock, you can alternatively enter the room through a window on the other side of the building.



Though it provides the most direct path to your destination, the road is heavily guarded and leaves you desperately exposed.

WALKTHROUGH

## Serak Power Plant



MISSION 10-12

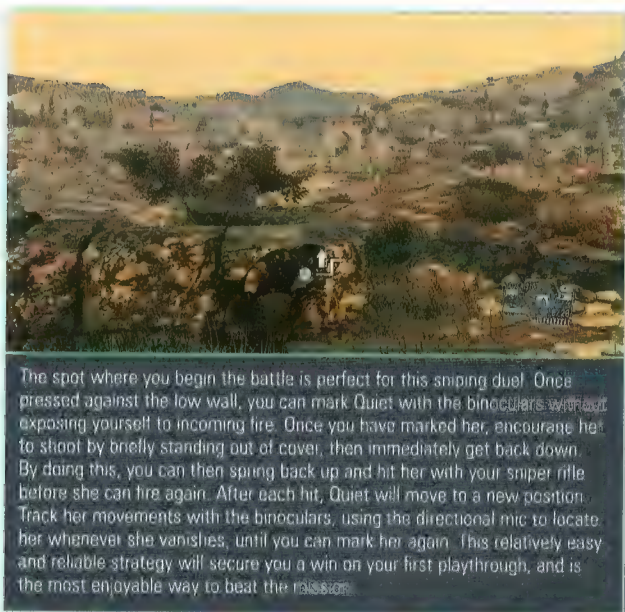
20 m



# [❗] MISSION 11: "CLOAKED IN SILENCE"

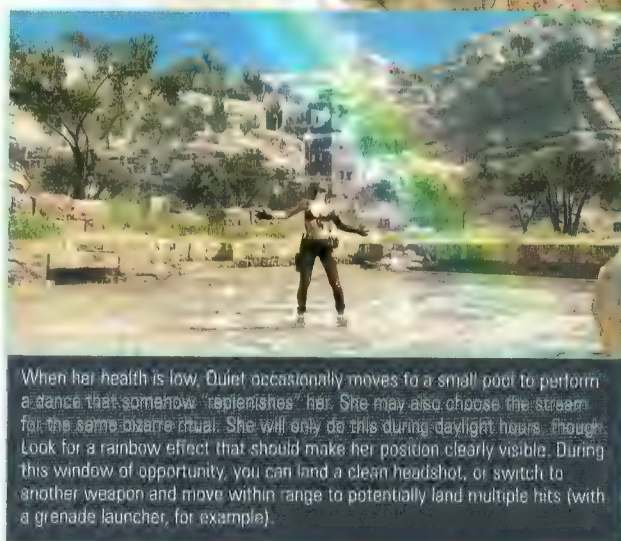
MISSION OVERVIEW		
	[ Mission Tasks ]	[ Type ] [ Details ]
I	Eliminate Quiet.	Mandatory Empty either of her gauges.
II	Determine what to do with Quiet.	Mandatory A choice made during a cutscene after the battle ends.
III	Neutralize Quiet without hitting her with lethal weapons.	Optional Achieved with a very specific (and ingenious) trick, or on subsequent attempts with equipment acquired later in the story.
IV	Neutralize Quiet with non-firearm attacks.	Optional Requires that you defeat Quiet with indirect damage only. You can employ the same trick used to complete III.

## Aabe Shifap Ruins



## Notes

- **First Playthrough:** This mission is a tense and absorbing boss battle, triggered automatically on your way to Emmerich during Side Op 82 when you arrive at Aabe Shifap Ruins. Pack a sniper rifle and the night vision goggles in advance, or order them in a supply drop if required.
- The sniper duel against Quiet is technically optional. If you do not wish to undertake the mission and defeat her just yet, feel free to escape and resume your journey eastward towards Serak Power Plant. However, we advise that you take the time to beat her now. If you find the sniping difficult, there is an easier way to defeat her...
- This point is so important, it warrants a spoiler of moderate magnitude: after you defeat Quiet, **do not fire** when prompted to do so during the closing cutscene.





WALKTHROUGH



This is Quiet's initial location, atop the central arch. Mark her to open the battle with a significant advantage.



MISSION 10-12

These are the sniping positions that Quiet will generally favor if you stay at your starting position. If you move elsewhere, she will usually mix up her routine in accordance with your whereabouts.

20 m



## [❗] MISSION 11: “CLOAKED IN SILENCE” [CONTINUED]



### QUIET

On a debut attempt, defeating Quiet might seem incredibly difficult at first, particularly as she is so fast and accurate. Once you become familiar with her attacks and movement patterns, though, the duel is actually relatively easy.

- Marking Quiet:** Using the binoculars to mark Quiet [01] should be the very first step you take at the beginning of the battle, and every time she disappears from view while moving to a new position. She always begins the battle on top of the main archway in the center of the ruins.
- Finding Quiet:** To locate Quiet again when you lose track of her, there are a few effective methods. Firstly, you can briefly stand out of cover, then immediately duck back into position. Quiet will take aim (note the onscreen indicator) and may open fire, providing a general idea of her whereabouts [02]. Secondly, you can use the directional microphone function of your binoculars. From behind cover, sweep the area until the microphone picks up her distinctive, habitual humming, then focus and zoom in until she is marked [03]. Thirdly, look for intermittent flashes of reflected light from Quiet's scope [04]. You will also sometimes notice her laser sight, which offers a clear path that you can trace to intuit her current locale, but be warned: when this is active, it will seriously impair your vision when Big Boss and Quiet aim at each other simultaneously [05]. Finally, if you bring DD along, he will automatically sense her within a set, "medium-range" radius.



**Night Vision Goggles:** If you equip and activate night vision goggles while Quiet is moving between positions, you can see her even after she goes invisible and disappears from view [06]. Following her yellow silhouette, you can monitor her movements and identify her next sniping point quickly. The effective range of the goggles is increased through upgrades, though, so you might enjoy the full effects of this feature only on a later attempt.

**Medicine:** There are two types of pills that you can research and take on this mission to improve your ability to defeat Quiet. Noctocyanin will enable you to see the intermittent outline of Quiet at all times, even if you haven't marked her – very useful to keep track of her movements. Pentazemin will suppress hand tremors while you aim a sniper rifle, making it easier to open fire before Quiet hits you, or to land precise headshots.

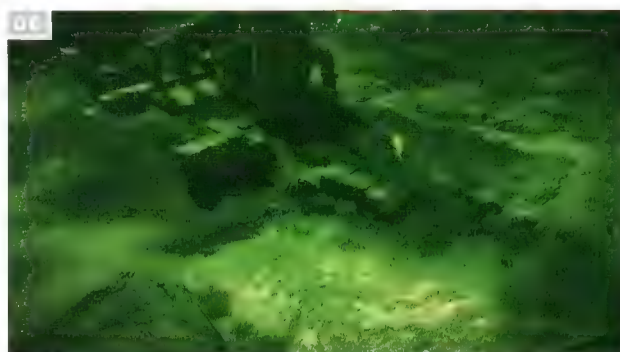
**Strategy #1 (Sniper Duel):** If you have a sniper rifle equipped (if not, order one via the supply drop function), you can beat Quiet at her own game: stay in your starting position, tempt her to take inaccurate snap-shots, then hit her immediately afterwards. Indeed, the main challenge is tracking her movements whenever she relocates. Attempting to use other weapons can be fun, but increases the difficulty of the encounter. Closing the gap between you and your opponent makes it harder to track Quiet's precise movements and can dangerously expose you.

**Strategy #2 (Environmental Damage):** You can injure Quiet by firing at destructible objects that will then collapse on her. You can identify suitable sections of the ruins with the night vision goggles: they have a distinct yellow highlight [07]. If you shoot at any of these while Quiet is beneath, the fragile structural element in question should land on her, depleting a significant portion of her red gauge [08]. Once her health is low, Quiet will deliberately avoid all locations where this attack is possible – but by this point, it's no great challenge to finish her off with other weapons.

**Strategy #3 (Supply Drops):** This is the most devious (but also the easiest) way to defeat Quiet – in no more than a couple of minutes. Once you have marked Quiet through the binoculars, open the iDroid menu and tag her with a map marker. You can then order an Ammo/Fulton supply drop, choosing her exact position as the delivery point. If you sit still and don't provoke further movement, the package will land on the sniper and deplete half of her stamina gauge [09]. Repeat this process a second time to end the battle and complete three of the four Mission Tasks instantly.

**Battle Conclusion:** Once you have fully depleted either of Quiet's two gauges (red with lethal weapons and scenery-based attacks; blue with non-lethal weapons or supply drops from on high), run to her position to trigger the closing cutscenes. When prompted by Miller to deliver the coup de grâce, do not fire! If you leave her alive, Quiet will be taken back to Mother Base. This is the best possible outcome.

**S Rank Notes:** Use the supply drop trick to defeat Quiet rapidly and complete all four Mission Tasks for a very high score.



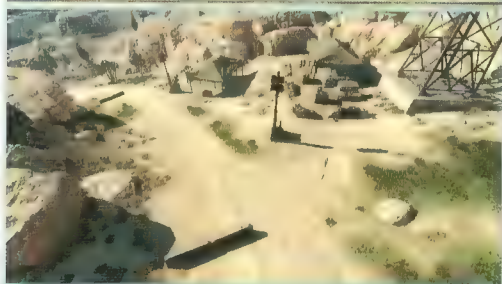
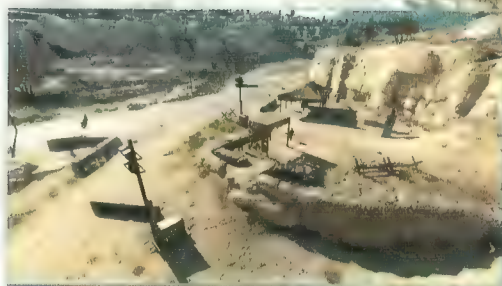
WALKTHROUGH

MISSION 10-12



## Mission Area

Afghanistan Central Base Camp



There are two military outposts (not to mention patrols) between the power plant and the base camp. If you're in no hurry, take the time to disable and extract soldiers and search for loot when you reach these. With the challenge posed by each mission gradually escalating as you progress through the story, you need to make steady progress in the Mother Base management metagame to stay in line with (or, ideally, ahead of) the difficulty curve.



# MISSION 12: "HELLBOUND"

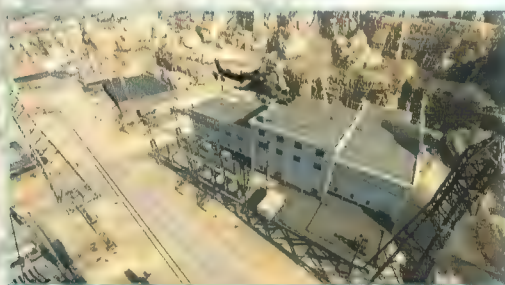


## MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Make contact with Dr. Emmerich.	Mandatory	-
II	Extract Dr. Emmerich.	Mandatory	Can only be achieved with a manual extraction in the helicopter.
III	Extract three Wakel Gears from Central Base Camp.	Optional	Requires the Cargo 2 Fulton upgrade.
IV	Extract Dr. Emmerich without him taking damage.	Optional	Applies to the entire time when you carry him.
V	Secure the Glamor Model (Vertical) poster at Central Base Camp.	Optional	Found on a wall in a small warehouse.
VI	Secure the blueprint at Central Base Camp.	Optional	If you are attempting to complete objectives with minimal assistance, its position can be revealed by interrogating soldiers.

WALKTHROUGH

MURDER



The gunship that hovers above the power plant can only spot you if you are exposed by the glare of its searchlight at night, or linger incautiously in plain sight during the day, which is not a problem at all if you stick to the cliff wall to your left during the exfiltration. After a while, the chopper will remain in station above the main building, then depart in the direction of the base camp. If you destroy it here, a replacement will be dispatched to your final destination, among other obvious complications, so there's really no reason to bother.



MISSION 10-12

## Notes

- **First Playthrough:** Mission Task III cannot be completed until you acquire the Cargo 2 Fulton upgrade in the not-too-distant future. The route to Emmerich is less dangerous if you are infiltrating the area at night. If circumstances place you on the border of the base during daylight, consider using the Phantom Cigar to advance time.
- This mission begins automatically after you complete Side Op 82 (see page 88).
- The soldiers that occupy the power plant at the very start are completely different to those you encountered on your way in during Side Op 82. Even if you marked or extracted everyone beforehand during the infiltration, you will still need to begin again with this new shift.



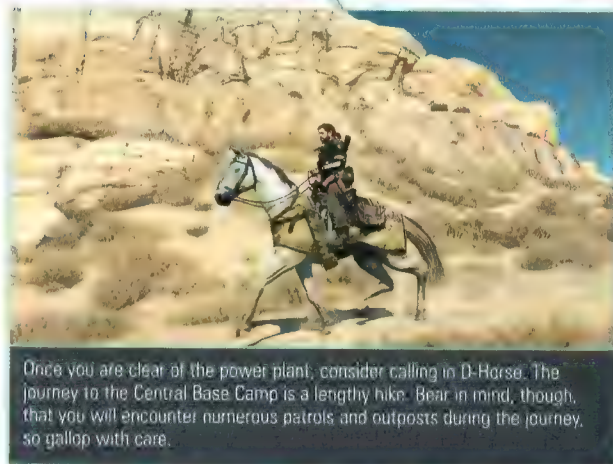


# [❖] MISSION 12: "HELLBOUND" [CONTINUED]



## WALKTHROUGH

- 1 Head through the red door, paying attention to the fact that nearby enemies who turn to face your direction may be able to see you through the gaps in the main gate.
- 2 Crouch-walk or crawl, as required, close to the cliff wall on the left-hand side of the facility. This route makes it very easy to leave the power plant undetected.
- 3 Vault the railing, then continue to move along the south cliff (crawling through the grass if needs be). During daylight hours, have your tranquilizer pistol at hand for emergencies.
- 4 When you pass the second large building, check that the coast is clear then crawl up the hill. This leads to an elevated pipeline that you can crawl or crouch-walk over to leave the base behind.
- 5 When you reach the end of the pipeline, drop down and make the journey to Afghanistan Central Base Camp.

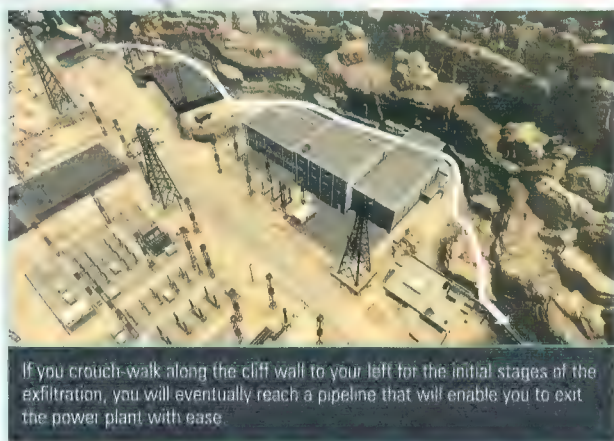


Once you are clear of the power plant, consider calling in D-Horse. The journey to the Central Base Camp is a lengthy hike. Bear in mind, though, that you will encounter numerous patrols and outposts during the journey, so gallop with care.

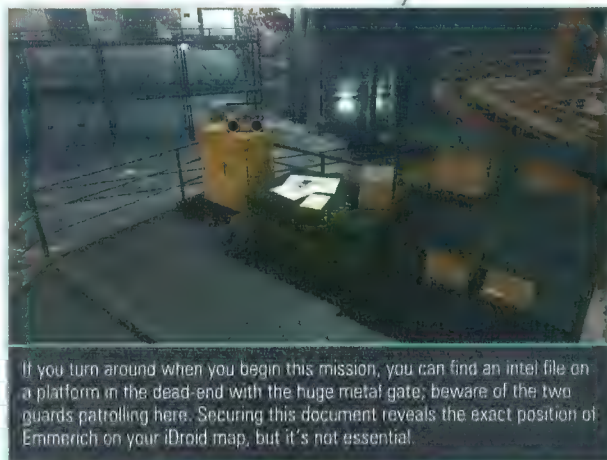


WALKTHROUGH

MISSION 10-12



If you crouch-walk along the cliff wall to your left for the initial stages of the exfiltration, you will eventually reach a pipeline that will enable you to exit the power plant with ease.

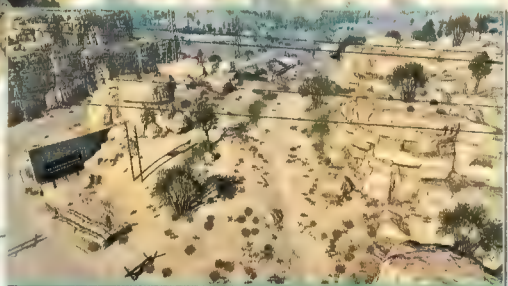


If you turn around when you begin this mission, you can find an intel file on a platform in the dead-end with the huge metal gate; beware of the two guards patrolling here. Securing this document reveals the exact position of Emmerich on your iDroid map, but it's not essential.





You need to extract three Walker Gears to fulfill the related (but entirely optional) Mission Task on a later playthrough, once you have the Cargo 2 Fulton upgrade. Two Walker Gears are found close to the entrance when you first reach the base. To make this task easy, wait until you have advanced weapons later in the story: ambush them before they move to their patrols with a sniper rifle equipped with soporific ammunition, or even up close with sleeping gas once the patrolling helicopter moves elsewhere. This also clears a path for your later departure. You will obtain a third Walker Gear without effort when you reach Emmerich.



Instead of going in through the front door, turn right and head up the slope when you reach the entrance to the base. This will enable you to make it halfway through the camp before you encounter any sentries or patrols of note. Take the time to mark as many targets as possible from the top of the hill.

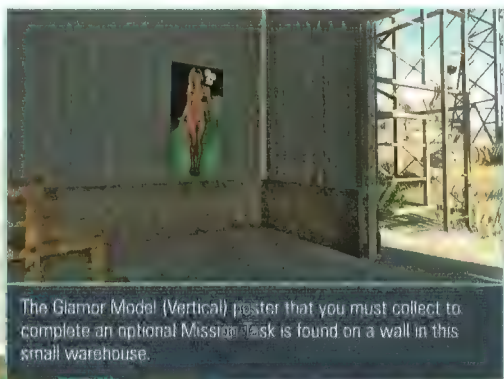
Afghanistan Central Base Camp

20 m



# [❖] MISSION 12: “HELLBOUND” [CONTINUED]

WALKTHROUGH



The Glamor Model (Vertical) poster that you must collect to complete an optional Mission Task is found on a wall in this small warehouse.



A blueprint required to complete an optional Mission Task is stored on a shelf inside the easternmost hangar.



There is a sniper standing watch on the rooftop of this hangar. You can easily reach him when you pass by, either by climbing onto the rooftop for a close-range takedown or from inside. Eliminating him will make the infiltration in and out of Emmerich's hangar much easier, especially if you intend to complete the Mission Task for Emmerich to leave without damage. From this vantage point, you can also mark any remaining soldiers.



## WALKTHROUGH

- 6 Approach the base camp via the slope to the right of the main entrance.
- 7 From the top of the hill, mark as many soldiers as you can.
- 8 Go down the opposite side of the hill, crouch-walking close to the cliff to your right, well out of sight of the soldiers on the main road. Moving alongside the pipeline is also a viable route.
- 9 Go through the underpass (waiting for the Walker Gear who usually patrols this area to turn and leave), then turn right immediately and climb the rocks. You can then crawl to the north to reach the right-hand side of the hangar.
- 10 Climb onto the roof of the hangar and eliminate the sniper stationed there before you continue. You can then drop down and head north, crossing the road and crawling through the small storage warehouse directly ahead.
- 11 On the other side of the warehouse, crawl close to the cliff face to your right as you circle towards the hangar in the far north, where Emmerich is located.
- 12 You need to go through the door on the northeast corner of the hangar, which usually has two guards stationed outside. Silence them to be safe. Watch out for a Walker Gear patrolling nearby before you take action and go through the door.
- 13 After the cutscene, leave the hangar via the door that you used to enter, with Emmerich on your shoulder; the Walker Gear is fun but complicates the extraction, so leave it behind. All you need to do now is retrace your steps and return via the route you arrived by: along the collapsed hangar, through the underpass, and then move alongside the pipeline until you reach the end of it, close to the main entrance. If the friendly chopper that (automatically) arrives is still in the air when you make it to this location, you simply need to sneak towards the waypoint to trigger a mandatory cutscene. Don't try to leave the area via the slope that you entered by: this waypoint is your only avenue of escape. If the helicopter has been destroyed, you will need to wait for another one to arrive.

MISSION 10-12

- 14 After the cutscene outside the camp, sprint between the legs of Sahelanthropus with Emmerich on your back. Your final goal is to reach a landing zone for extraction, but you can only do so if Sahelanthropus does not detect you. See overleaf for details.

**S Rank Notes:** The keys to securing an S rating are to be as fast and quiet as possible (avoiding all outposts and unnecessary encounters on the way), and to ensure that Emmerich isn't hit while you escape the base. If you take preemptive steps to eliminate threats during the Central Base Camp infiltration (particularly the sniper on top of the dilapidated hangar), this isn't too demanding.



## [❗] MISSION 12: "HELLBOUND" [CONTINUED]

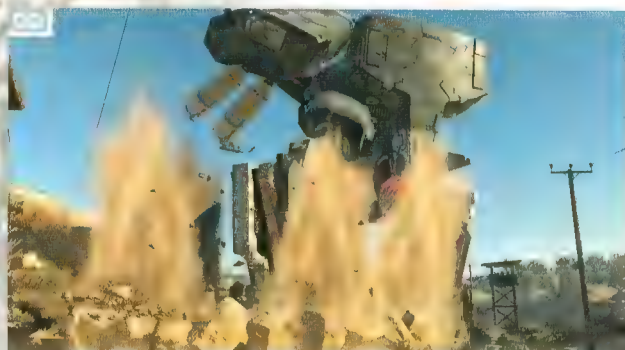


Afghanistan Central Base Camp

These are the two landing zones that you can use to exfiltrate Emmerich, though the helicopter will only descend if you have escaped Sahelanthropus's attention.



When the scene begins with Sahelanthropus in front of you, sprint through its legs with Emmerich on your back, then hide behind cover on your right (west side of the road). This will help you to reach the landing zone without being detected.







## SAHELANTHROPUS

### Enemy Attacks

- **Machine Gun [01]**: Sahelanthropus regularly fires at you with his machine guns. Though individual hits are far from deadly, the damage soon accumulates if you are stuck in the open. Worse, a single shot that hits Emmerich is enough to prevent you from completing the related Mission Task.
- **Close-Range Attack [02]**: Sahelanthropus can either stomp you with his leg, or punch the ground. These assaults are easily avoided by staying clear of the Metal Gear.
- **Pods [03]**: Sahelanthropus releases four pods that float and scan the area to find you. If you are caught by one of their laser beams, the Metal Gear detects you instantly. You can destroy the pods by firing at them with any lethal weapon.
- **The Third Boy [04]**: Whenever Sahelanthropus detects you, The Third Boy briefly appears close to its head. If you manage to shoot the floating boy, this will cancel the detection process.

### Strategy

To extract Emmerich quickly and without drama, you'll need to lose the towering Sahelanthropus and reach a landing zone while the Metal Gear is looking for you elsewhere. If you're lucky and haven't been detected at all, you might achieve this immediately and hop aboard the chopper on your first attempt.

The chances are, however, that Sahelanthropus will see you. If this is the case, you have two possibilities. One consists of simply waiting behind cover with Emmerich on your back. When Sahelanthropus releases the pods to find you, stealthily move away to avoid detection. If you call the chopper in advance and make it to a landing zone, you should be able to exfiltrate without incident.

The other strategy is to sprint and put Emmerich down at the approximate position of a landing zone. With your hands free, lure Sahelanthropus a distance away from that position. Once you have the bipedal tank in an appropriate location, escape its immediate gaze and then sneak back to Emmerich. Later in the story, once you have researched them, you can plant a couple of Electromagnetic Net Mines on the road, in a spot where Sahelanthropus is likely to step. The moment that this leviathan is incapacitated, call the helicopter and make a quick exit.

Once aboard the chopper, move the camera to the right to man the turret (look for the onscreen indicator, then press the displayed button). Save your bullets for the pods released by Sahelanthropus, then allow the gatling gun to wind down. Unleash a final, non-stop barrage when Sahelanthropus rushes towards you in slow motion to complete the mission.



WALKTHROUGH

MISSION 10-12



# [!] MISSION 13: "PITCH DARK"

MISSION OVERVIEW			
	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Shut down the oil transfer pump.	Mandatory	Achieved by interacting with the control panel.
II	Destroy the oily water separator tank.	Mandatory	Requires any kind of explosive.
III	Extract four child soldiers being trained at Masa Village.	Optional	Children cannot be subjected to Fulton recoveries until you have a required upgrade much later in the story. Before then, you'll need to make manual extractions.
IV	Exfiltrate the hot zone before Mfinda Oilfield is sealed off.	Optional	The oilfield is "sealed off" once the Walker Gears move into place by the exits.
V	Extract the lappet-faced vulture that wandered into the burned-down village.	Optional	Has to be incapacitated, then Fulton recovered.
VI	Extract four Walker Gears sealing off Mfinda Oilfield.	Optional	Requires the Cargo 2 Fulton upgrade.

## Mission Area

## Notes

- **First Playthrough:** Mission Task **III** is extremely demanding when you first play this mission; **VI** is actually impossible. To save time and avoid unnecessary complications, we suggest that you head straight for Mfinda Oilfield and focus only on critical objectives.
- You can travel from Masa Village to Mfinda Oilfield by following the main road in either direction. Whichever route you opt for (more on which shortly), you can later move around the outskirts of the facility to choose the entrance that best suits your preferred solution.



The lappet-faced vulture required to complete a Mission Task is found in the burned-down village to the southwest of the oilfield. You will need to render it unconscious with a non-lethal weapon while it is flying or perched within reach to Fulton extract it. DD's presence makes it easy to find the creature.

If you follow the road through the village, you will need to negotiate a heavily guarded area. This is necessary if you intend to extract the four child soldiers – and, to avoid a later detour, reach the lappet-faced vulture – to complete optional Mission Tasks on a later playthrough.

If you follow the road to the southeast, you can avoid the forces in Masa Village and move on straight to the oilfield. This is probably the least complicated choice on a first playthrough.







## WALKTHROUGH

- 1 The section from your drop point to Masa Village is entirely linear. If you struggle to find your bearings in the jungle, take a left when you face the waterfall and walk up the hill. You will eventually emerge at a position that offers a great view over the village, where you can mark all enemies in sight.
- 2 Head towards the oilfield, either going through the village if you intend to complete optional Mission Tasks or following the road as it heads southeast to take a less dangerous route.

■ WALKTHROUGH

■ MISSION 13-15



200 m





# [!] MISSION 13: "PITCH DARK" [CONTINUED]

Bwala ya Masa



If you choose to extract the four child soldiers, you will also need to silence most enemies in the Masa Village area. Don't forget that you cannot kill the children – this is an instant Game Over infraction – so use non-lethal weapons or COC melee attacks. Note that the COC "restrain" move does not work on youths. Gradually luring all targets to a specific, defensible position for silent takedowns is a solid strategy. Once you have cleared all targets of note, you can begin the extractions. Call a helicopter and extract the children manually if you do not have the Fulton upgrade that enables you to liberate them with balloons – or use a vehicle...



The moment you cause an Alert Status or attack one of the two guards lecturing them, all four child soldiers move towards the river to the northwest. It takes them approximately a minute to leave the mission area. If you want to complete the related Mission Task, make sure you incapacitate them quickly either with a tranquilizing weapon or by dashing to them and throwing them to the ground via COC. If you fail to do so, the children will escape and you will need to restart from the previous checkpoint to try again.





WALKTHROUGH

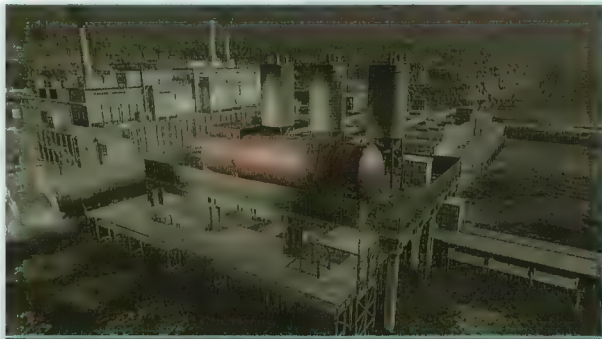
MISSION 13-15



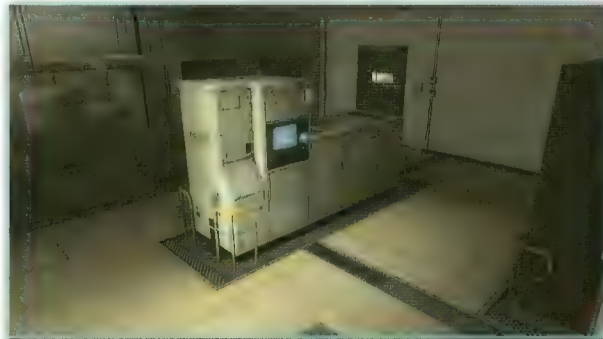
To speed up the process of extracting the child soldiers prior to the (much) later Fulton upgrade, you can load three of them in the four-wheel drive found in the north of the village, then either drive to the landing zone or Fulton recover the vehicle itself with the children on board.



# [!] MISSION 13: "PITCH DARK" [CONTINUED]



One of your two mandatory objectives is to destroy this: the oily water separator tank. You can do so with any explosive: C4, a grenade, or a launcher projectile.



The other main objective is to turn off the pump in this room; press the displayed button when the onscreen prompt appears.



## WALKTHROUGH

- 3 There are two completely different angles of approach to complete your objectives in the oilfield. The first one involves infiltrating from the west entrance, which puts you in the appropriate position to scale barriers and fences en route to the oily water separator tank. Plant C4 on the target, but do not detonate it: first move on to the room where the oil transfer pump controls are found. You will probably need to silence a few soldiers on the way, but there are a generous number of cover points during the journey. Once you shut down the pump, head towards the oilfield's eastern exit and detonate the C4 before a guard can reactivate the oil transfer pump.
- 4 The second method is to enter the oilfield via the east entrance. Head to the pump room, silencing any enemies on the way. Shut down the pump, then quickly move to a position (not far to the north) where you have a clear shot on the oily water separator tank with a launcher. You can then make a dash for the east exit.
- 5 Once the pump is shut down and the tank destroyed, exfiltrate the hot zone by foot or by calling the helicopter. If the Walker Gears sealing off the oilfield are already deployed at the eastern exit, crawl past them, staying close to the rock wall to the east.

**S Rank Notes:** With all the speed and stealth that you can achieve without being detected, rush to the oil transfer pump and turn it off, then blow up the separator tank with a launcher from a distance and exfiltrate the hot zone before the reinforcements arrive.

## Mfinda Oilfield

If you plan to complete the fourth Mission Task, head for the oily water separator tank first and plant a stick of C4 on it. You can then move on to the oil transfer pump and shut it down. You then have a brief period of grace before enemy troops enter Alert Status, so dash towards the site's eastern exit. Only then should you detonate the C4 and rush to exfiltrate the hot zone before the oilfield is sealed off.

3





WALKTHROUGH



You can jump in and out of the pump room via this window. This is by far the fastest way to leave once you've turned the pump off – which will, naturally, attract attention.

If you plan to extract four Walker Gears to satisfy the optional objective on a later playthrough (when you have the necessary upgrade), note that they appear once the oilfield has been sealed off on completion of the mandatory Mission tasks. If you can ensure that you are outside the facility when they move into position, it's a relatively straightforward task to tranquilize the soldiers from behind and send the required hardware back to Mother Base.



MISSION 13-15



# [❗] MISSION 14: "LINGUA FRANCA"



## MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Identify the Afrikaans interpreter.	Optional	Achieved with the binoculars.
II	Identify the Viscount.	Optional	Accomplished at close range.
III	Extract the Viscount.	Mandatory	Fulton extraction possible.
IV	Pinpoint the locations of the four prisoners from an intel file.	Optional	The village where this is found is heavily guarded.
V	Extract three prisoners held at Kiziba Camp.	Optional	They are all executed after their interrogation by the interpreter unless you intervene.
VI	Extract a materials container at Kiziba Camp.	Optional	Requires the Cargo 2 Fulton upgrade.
VII	Listen to all four prisoner interrogations.	Optional	The Viscount will only be interrogated at night. Strictly speaking, you only need to see the subtitle of the final sentence of each interrogation to complete this objective.

This is the house where the Viscount is taken to and interrogated if you play the mission in the evening. To complete the final optional Mission Task on a later playthrough, you will need to stealthily follow the interpreter and listen to all four interrogations (the three prisoners plus the Viscount) with the directional mic on the binoculars. Though it may seem callous, it's easier to complete this objective if you disregard the lives of the three optional prisoners. You don't need to intervene until after he has spoken to the Viscount.

## Mission Area



In addition to the Viscount, there are three other prisoners that you can rescue to complete an optional Mission Task. One is found northwest of the main camp area, under a canopy next to a building. The second begins close to tents and a guard tower northwest of Kiziba Camp, but is later escorted to the position of the third prisoner, the open-air metal cages in the heavily guarded camp. Unless you upset the sequence by causing an alert, the three optional prisoners are interrogated in the order that we introduce them above. With the arrival of dusk, the interpreter then moves on to the Viscount. Once each interrogation is complete, the subjects are executed shortly afterwards. Rescuing at least one prisoner leads to a special conversation after the mission ends that provides additional information on the Viscount.

## Notes

- **First Playthrough:** As gamers, our advice for a debut attempt is simple — put down this book and play it straight, without assistance, for your first try. This mission features a very distinct crumb trail to identify and follow, with timed events occurring when you play it at night. When you know exactly where to find the Viscount, you can "break" the mission in two minutes flat. For the best experience, start this mission at 18:00 from the Aerial Command Center, choose the western insertion point, then move east to identify the interpreter at the waypoint marker. From there, see where the story takes you...



200 m





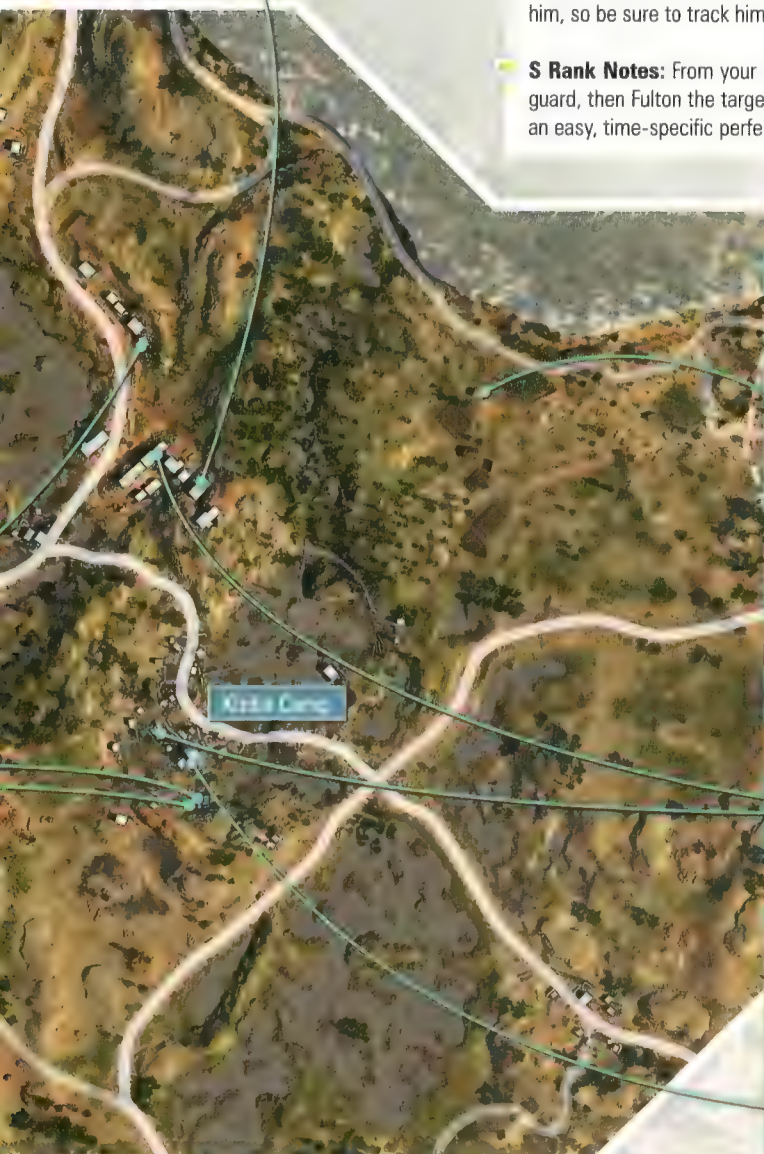
## WALKTHROUGH

Technically, all you need to complete this mission's main objective is to extract the Viscount. He is held northwest of Kiziba Camp for most of the day, but escorted to a building to the west for interrogation between 18:00 and 23:00. However there are multiple optional objectives that can be fulfilled beforehand. If you want to complete some of them, proceed as follows.

From your starting position, immediately head to the waypoint and mark both the prisoner and the soldiers around him. One of them is the interpreter. Once you have identified the interpreter, all you need to do is patiently follow him from a safe distance, listening to the interrogations of all four prisoners in turn via the directional microphone on your binoculars – and then, when the interpreter leaves, intervene and extract the prisoners before they are executed. The camp is heavily guarded, though, so you will need to be stealthy and cleanly silence many guards during this process.

Once you have rescued the Viscount, you should definitely extract the interpreter as well. Recruiting him will enable you to understand Afrikaans when you interrogate soldiers or listen to their conversations and radio chatter. The interpreter is clearly marked on your screen once you identify him, so be sure to track him down and Fulton recover him before you depart.

**S Rank Notes:** From your starting position, rush to the Viscount's starting position, neutralize his guard, then Fulton the target. Sprint to the edge of the hot zone to the north to end the mission for an easy, time-specific perfect rating.



WALKTHROUGH

MISSION 13-15



Your main target, the Viscount, is watched by a solitary guard beneath a canopy at this position, to the northeast of Kiziba Camp. He is moved at night (at a time after 18:00) to a house to the west, where he is later interrogated by the interpreter – and, unless you intervene, executed by a guard shortly afterwards.

To extract one of the materials containers (and complete a Mission Task) you will first need to develop this far it happens. Early in mission Cargo 2 Fulton upgrade.



The camp's main building contains an intel file which reveals information on the location of all four prisoners. Securing this file also completes the related Mission Task.



# [❗] MISSION 15: "FOOTPRINTS OF PHANTOMS"

MISSION OVERVIEW		
	[ Mission Tasks ]	[ Type ] [ Details ]
I	Eliminated all Walker Gears.	Mandatory Requires explosives, unless you Fulton recover them.
II	Extract two prisoners held at Ditadi Abandoned Village.	Optional Fulton extraction possible.
III	Extract all Walker Gears.	Optional Easier with the Cargo 2 Fulton upgrade.
IV	Pick a "Digitalis (Luteal)" plant at Ditadi Abandoned Village.	Optional A medicinal plant collectible.
V	Extract a truck at Ditadi Abandoned Village.	Optional Easier with the Cargo 2 Fulton upgrade, though an extraction by land is also possible.

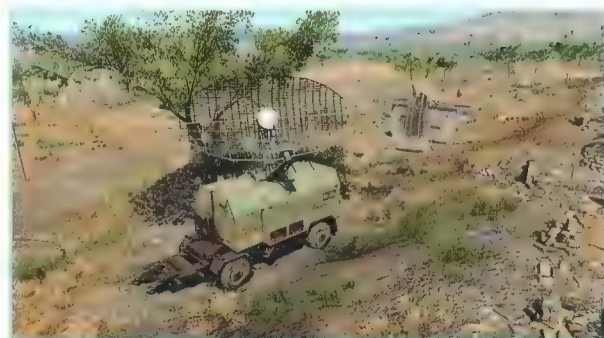
## Notes

- **First Playthrough:** Objectives III and V are best left until you acquire the Cargo 2 Fulton upgrade, something that should be within your grasp after you complete this very mission (one of the prisoners you can extract is a Transportation Specialist, who will unlock the upgrade if you send him back to Mother Base). To destroy the Walker Gears, be sure to bring along explosives – rockets, grenades, C4.
- Before you begin, check your iDroid. If an important side op (written in yellow text) requiring you to visit a special prisoner at Mother Base is available, complete it first to accelerate a storyline with later benefits.

## WALKTHROUGH

- 1 From the landing zone, head east.
- 2 The four Walker Gears you need to eliminate are all found on the hill, just below the rock peak. To reach them, approach from the east.
- 3 Climb to the top of the rock peak and mark all the targets below, including the four Walker Gears.
- 4 Silence all soldiers patrolling close to the Walker Gears, then destroy the targets with explosives such as C4, or extract them if you have upgraded your Fulton device sufficiently. You can then attend to other Mission Tasks, should you wish, before you exfiltrate the hot zone.

**S Rank Notes:** The chopper assault method is definitely the fastest way – press Play on the "Ride of the Valkyries" cassette tape just before you arrive for a stylish opening. A rapid stealth-based alternative will also suffice, moving purposefully to the Walker Gears and planting C4 on each one, neutralizing only the guards that stand directly in your way, before detonating the explosives just before you leave the hot zone.



If you take the time to destroy this anti-air radar dish prior to the mission, you can select Ditadi Abandoned Village as a new landing zone. As you approach during the insertion flight, man the fixed gatling gun on the chopper and prepare for action as you arrive at the LZ. You can take out all four Walker Gears (and soldiers in the area) without even setting foot on the ground, completing the mission in record time for an easy S rank.



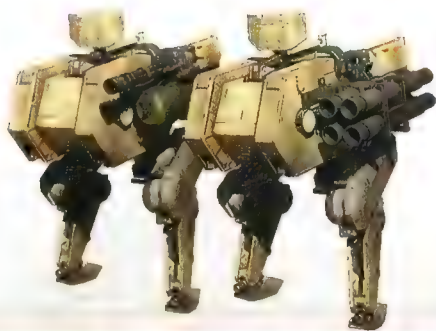
One of the prisoners that you can rescue is held here, in this collapsed house. His disappearance will cause any guard who notices to report an escape to HQ, so either neutralize all nearby hostiles or leave this task until later in the mission.



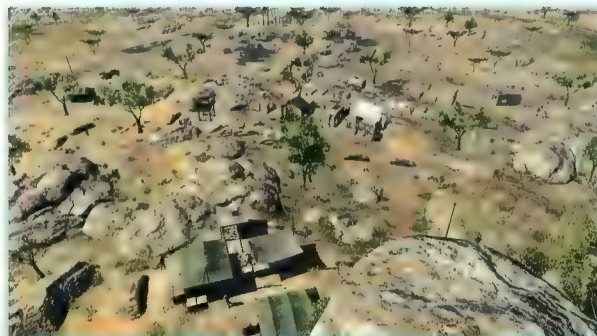
Another prisoner is held in this tent, close to the Walker Gears. If you rescue him, any guard who notices his absence will trigger Alert Status, so it may be prudent to silence all enemies or complete other objectives before you attend to this optional task.

To complete the related Mission Task, you can extract this truck once you have the Cargo 2 Fulton upgrade.





The four Walker Gears are stationed in pairs in the two positions shown here, on the hill below the rock peak. If you trigger Combat Status, the local soldiers will be quick to deploy them against you, making open conflict very challenging. Until you have the Fulton upgrade required for extractions, neutralizing key guards and planting C4 on each Walker Gear to later detonate just before you end the mission is the aspirational conclusion.



If you approach the mission area from the east, you can climb to the top of the rocky peak, from which you have a commanding view of the area below. You can use this elevated locale to reconnoiter... or spring an ambush where you destroy the Walker Gears by raining hellfire from above with a rocket launcher.

## WALKTHROUGH

## MISSION 13-15



200 m

A Digitalis (Lutea) medicinal plant can be found to the east of the rock peak. You may automatically notice and collect it on your way to the summit, especially if you have DD by your side.

## Mission Area



# [❗] MISSION 16: "TRAITORS' CARAVAN"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Identify the armored escort unit.	Optional	Achieved with the binoculars.
II Identify the transport truck.	Optional	Achieved with the binoculars.
III Extract the transport truck.	Mandatory	Requires the Cargo 2 Fulton upgrade.
IV Eliminate the Skulks.	Optional	Fulton recovering them also counts.
V Damage the transport truck.	Optional	Make sure you don't kill him inadvertently.
VI Pinpoint the escort unit's estimated route by recovering an intel file.	Optional	-
VII Listen to all conversations between the transport truck driver and outpost/guard post soldiers.	Optional	Three conversations in total. Eavesdropping can be achieved with the directional microphone from a safe distance.
VIII Extract three Zero Risk Security soldiers.	Optional	Easily recognizable thanks to their blue uniforms.

## Notes

- **First Playthrough:** Completion of Mission 15 provides Mother Base with a Transportation Specialist, which unlocks development of the Cargo 2 upgrade for your Fulton device. This enables you to extract vehicles and materials containers: a lucrative innovation that has far-reaching implications on your progress. Be sure to research and equip this invaluable advance before you begin this mission. If you do not have the Cargo 2 tech, you will need to drive the truck out of the mission area yourself.
- Pack powerful weapons for this mission, particularly C4, mines and grenades, and a rocket launcher.
- If you have followed our advice so far, you should be able to choose Quiet as a Buddy for this mission. Her sniping skills can prove invaluable for the closing battle.



## WALKTHROUGH

- 1 Head towards the waypoint to the east. To learn the details of the transport truck's position, secure the intel file located in one of the tents. The intel file will reveal the escort unit's estimated route on your iDroid map. You can even pinpoint the exact location by interrogating soldiers.
- 2 Gallop at full speed towards Nova Braga Airport on D-Horse, dismounting when you reach the airport's northwest corner.

The positions where the truck driver has conversations with outpost soldiers are marked here: one in the airport, one at Kiziba Camp, and one at the guard post in-between. Be careful not to move too close while eavesdropping. Listening to all three pieces of dialogue completes the related Mission Task. We advise that you leave this challenge for a later playthrough where you can focus on it alone, then extract the truck and leave the hot zone for an easy finish.



If you move here quickly after the mission has begun, the convoy will still be parked in the northwest corner of the airport. This is a very direct and effective approach, removing any need to wait or attempt to halt the convoy elsewhere, and there are plenty of cover points at your disposal in the area. Use the broken fence shown here to breach the perimeter, then tranquilize the truck driver and his colleagues from a safe distance. Ready your most powerful weapons, then move close to the truck to trigger a boss battle.





## Mission Area

An alternative and very effective strategy is to clear the outpost to the northwest of your starting position, extracting its troops to Mother Base. As long as Big Boss is sufficiently close to the road (and, therefore, the target truck) as it rolls by, you will trigger the arrival of the Skulls. This is your cue to quickly Fulton extract the truck and then make a break for the edge of the hot zone — or, with a little advance preparation, confound the Skulls by turning the outpost into a death-trap littered with mines and C4 devices that you can activate manually, then unleash other weapons (and Quiet) on the primary targets. To avoid idle time spent waiting for the convoy, you actually have a sufficiently large window to obtain the intel file and extract the Zero Risk Security troops for optional Mission Tasks before you set up your ambush. If you are stealthy prior to the arrival of the Skulls, this approach can lead to an S-Rank.

WALKTHROUGH

MISSION 16-18



There are three Zero Risk Security soldiers stationed at this junction prior to the arrival of the convoy. You can disable and extract them all after securing the intel file to the northeast to complete two Mission Tasks in short order.



## [❖] MISSION 16: "TRAITORS' CARAVAN" [CONTINUED]



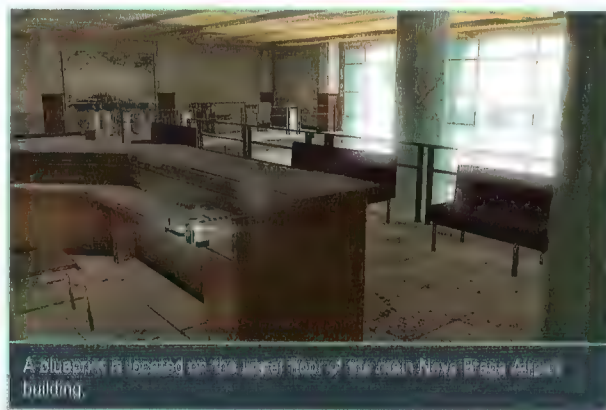
### WALKTHROUGH

- 3 Hop inside the airport's perimeter via the hole in the fence and walk a few steps to your left, between the fence and the building.
- 4 Once at the northwest corner of the building, go prone and try to lure the truck driver and his Zero Risk Security colleagues to your position — away from the truck. Tranquilize and Fulton recover them.
- 5 Approach the truck to trigger a cutscene and initiate a boss battle. See overleaf for details.
- 6 Once all Skulls are down, identify the truck and the two armored vehicles with the binoculars, before Fulton recovering all three. You can then extract any soldiers who survived the battle: they are left incapacitated after their traumatic experience as "puppets". Once you're ready to depart, exfiltrate the hot zone however you please.

**S Rank Notes:** Rush to the airport from the mission start point and defeat all four Skulls before extracting the truck.



There are snipers posted on the airport's rooftop. Unless you can eliminate them with a sniper rifle of your own (or have Quiet do the work for you), be mindful of the threat that they pose whenever you move within their range.



A blueprint is located on the lower floor of the main Nova Braga Airport building.





# Nova Braga Airport

WALKTHROUGH

MISSION 16-18



If you have the Cargo 2 upgrade for your Fulton device, make a brief detour to these containers filled with raw materials to extract them. These resources are gradually processed by your Base Development Unit to provide large quantities of processed materials that you can use to build new facilities back at Mother Base (among other things). There are many more such containers to extract throughout Afghanistan and Africa, so get into the habit of recovering them whenever you can.

20 m



## [❖] MISSION 16: "TRAITORS' CARAVAN" [CONTINUED]



### THE SKULLS

This encounter is similar to the one you experienced during Mission 06. The Skulls move quickly once they have detected you, and will warp away every time you damage them. With the right weapons at hand, however, this fight is perfectly manageable.

#### Enemy Attacks

- Firearm:** The Skulls regularly use their firearms to shoot you. Though individual bullets are not devastating, the damage soon adds up.
- Melee Attack:** At close range, the Skulls use a machete to strike you. Move away to avoid the attack, or face them and counter it by pressing **[R2]**/**[LT]** when the button prompt appears onscreen.
- Rock Spike:** The Skulls can also make rock spikes burst from the ground, knocking Big Boss from his feet if he is caught by these eruptions **[01]**. The spikes explode after a few seconds, causing severe damage if you are within the blast radius. You will soon learn to recognize the visual and audio effects that foreshadow this attack.
- Boulder Throw:** Skulls can raise boulders into the air with the power of their minds, which they then hurl at Big Boss **[02]**. You can either dodge the projectiles, or destroy them with any weapon. If you hit a Skull while he is charging this attack, the boulder will explode.
- Charge:** When a Skull rushes in your direction, he may be poised to attempt a melee attack. Quick dive away from this charge or, if you feel confident, face your opponent and counter his assault by pressing **[R2]**/**[LT]** when the button prompt appears **[03]**. A successful counter will give you a great opportunity to inflict damage.
- Boulder Shield:** After sustaining a significant amount of damage, the Skulls may summon a protective boulder **[04]**. You can shatter this with explosives if you wish, or move on to another target while you wait for the Skull to emerge from his refuge.
- Puppet Soldiers:** If there are conscious soldiers in the area where you begin, the Skulls transform them into puppet soldiers. These are slow, but they can nonetheless hamper your movements, or even attack you at close range. If you find that they are complicating your battle with the Skulls (and a potential "Perfect Stealth/No Kills" score bonus), the best strategy is to leave them behind by moving out of their detection range.





## Strategy

**Mark the Skulls:** As usual, it's important that you mark all four Skulls as soon as you can [05]. This will enable you to monitor both their movements and the status of their armor and health gauges.

**Remain Undetected:** The Skulls appear when you move close to the truck, but they will not know where you are by default. If you are safely in cover when you trigger their arrival, the battle will technically begin, but the Skulls will be lethargic and easy to evade until they detect you. You can exploit this fact to start the battle in a way that suits you: by moving to an advantageous position for long-distance sniping, laying explosive traps, or simply drawing them to a position far from their puppet soldier allies.

**Armor & Penetration:** The armor possessed by the Skulls is represented by a pink bar overlapping the standard red health bar [06]. Until you have fully depleted a Skull's armor, you cannot scratch the other two gauges: health (red) and stamina (blue). As each Skull can replenish its armor mere seconds after you have broken it, you will find it critical to inflict as much harm as you can before this happens. Armor can only be broken by weapons with high penetration values or explosives, which makes launchers, sniper rifles and machine guns very effective throughout this encounter. A powerful rocket launcher will enable you to defeat targets without great difficulty, especially if you manage to catch multiple Skulls in each explosion.

**Counter:** A very efficient method to eliminate the Skulls is to encourage them to perform their jump attack where they dash at you with their sword. If you counter this by pressing R2/RT when the button prompt appears, you will neutralize them for a few seconds at point-blank range [07]. If you then immediately let fly with an automatic weapon such as a machine gun during this time window, you will kill them almost instantly. This can be repeated to defeat all four Skulls in no more than a minute or two.

**Quiet:** Your sniper companion can kill Skulls without your direct intervention, and will at the very least weaken and distract them – but only if you are in a position that enables her to see them from her vantage point.

**Fulton Recovering the Skulls:** Much, much later in the story, you will acquire the ability to Fulton extract Skulls that you defeat [08]. Be sure to send them back to Mother Base as and when you defeat each one, or they will later vanish. It is not necessary to incapacitate these Skulls with non-lethal weapons to extract them.





# [!] MISSION 17: "RESCUE THE INTEL AGENTS"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Extract the Intel Team member escaping through the forest north of the camp.	Mandatory	Will be executed unless you rescue him quickly. Fulton extraction possible.
II Extract the Intel Team member being held at Kiziba Camp.	Mandatory	Will be executed unless you rescue him quickly. Cannot be Fulton recovered.
III Extract two CFA officials.	Optional	Can be identified with the binoculars.
IV Extract the prisoner held at Kiziba Camp.	Optional	Fulton extraction possible.
V Extract four search team reinforcements.	Optional	Four soldiers who use two four-wheel drives to move from their starting position (to the west) to the forest.
VI Extract the transport truck driver.	Optional	Can be extracted along with the truck itself.

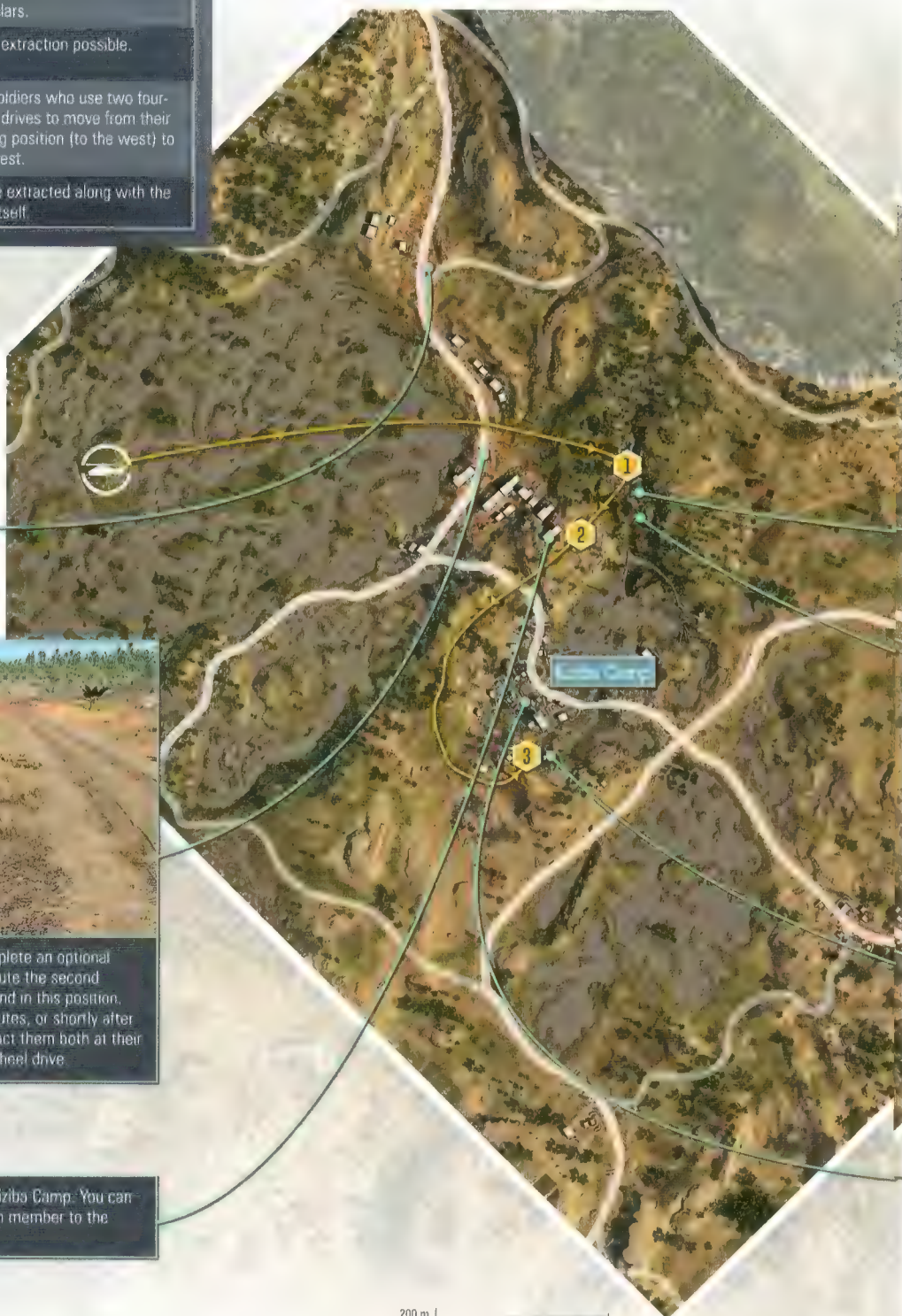
Mission Area

The four search team reinforcements you need to extract to fulfill the related Mission Task are originally located in this position to the north of Kiziba Camp. When the mission begins, they take two four-wheel drives and proceed east to look for the prisoner in the forest. You are free to Fulton recover them before they even reach the forest, or while they perform their search. Note that one of them often stays by the first four-wheel drive parked to the west of the forest.



The two CFA officials that you need to extract to complete an optional Mission Task are, in fact, the two men tasked to execute the second (wounded) Intel Team member. They are originally found in this position. They leave this location automatically after a few minutes, or shortly after you extract the first Intel Team member. You can extract them both at their starting position, before or after they enter the four-wheel drive.

A prisoner is held inside this building to the north of Kiziba Camp. You can rescue him while on your way from the first Intel Team member to the second.



200 m



## Notes

- **First Playthrough:** Just focus on getting the Intel Team staff out alive, starting with Mission Task I (this one can be Fulton extracted) before you move on to II (who requires helicopter extraction, which you can take as well to leave the area). You can then return to fully explore the mission's intricacies at a later date.
- Using DD as a Buddy can prove extremely useful for this mission, as he will identify both enemies and the targets that you need to extract.
- Both Intel Team members are actually from your Mother Base staff: you may even recognize their names and stats. They will die if you take too long to rescue them, so save them before you attend to time-consuming optional objectives.



## WALKTHROUGH

- 1 Start by rescuing the Intel Team member to the north of the camp, as he can be Fulton extracted.
- 2 While heading south towards the second Intel Team member, you can extract the prisoner held inside a small house.
- 3 Go around the camp and approach the second Intel Team member, who is detained beneath a wooden platform by the open-air cells. You will probably need to silence a few of the guards in that area to clear the way. Once you're done, call the helicopter to the closest landing zone and carry the team member to it, or exfiltrate by land. If you plan to fulfill any additional Mission Tasks, you can just place him on the chopper and allow it to depart, then leave the hot zone at a later point in time.

**S Rank Notes:** Moving with purpose and efficient stealth will enable you to secure a high score in little time. Bring D-Horse along and gallop from the southern mission start point to the Intel Team member to the south. Rescue him and put him on the horse. Now gallop to the second Intel Team member, Fulton recover him, then leave the hot zone on D-Horse to successfully complete the mission.

## WALKTHROUGH

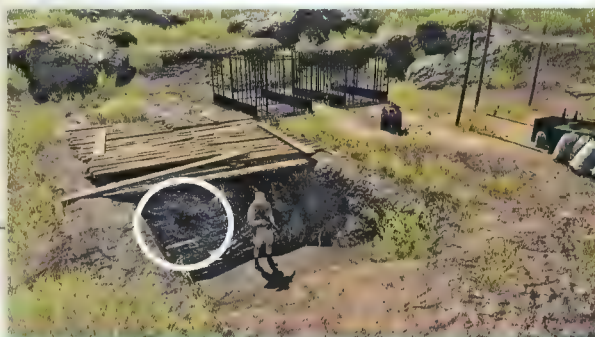
7.000 x 10



The Intel Team member who has escaped is found around here, near the river that runs through the forest to the north of the camp. There are several soldiers searching for him in the vicinity. If you approach from the south, he will walk around desperately for a while instead of staying at the position shown here.

An intel file is available here, on a rock, though securing it isn't at all essential if you have DD with you.

## MISSION 16-18



The second Intel Team member can be hard to spot: he is detained beneath a wooden platform, by the open air cells. You will need to carry him to a landing zone and extract him via a helicopter pickup, as his injuries preclude a Fulton recovery.

After a few minutes, a truck arrives at the camp (from Minda Oilfield) and parks here. The driver, usually fully armored, moves to a position a few meters away. Extracting him completes the related Mission Task. Approaching him from behind to silence him with CQC is a safe way to proceed. If you wait for too long, he will drive his truck to the outpost to the southeast – though you can still extract him from there if you wish.



# [!] MISSION 18: "BLOOD RUNS DEEP"

MISSION OVERVIEW		
	[ Mission Tasks ]	[ Type ] [ Details ]
I	Eliminate the former rebel Mbele soldier.	Mandatory Identified by his white shirt.
II	Eliminate the five prisoners held at Kungenga Mine.	Mandatory Completed automatically after a cutscene.
III	Extract a child prisoner.	Mandatory Extracting one of the five children is sufficient. Children cannot be Fulton extracted unless you have the required upgrade.
IV	Extract the former rebel Mbele soldier.	Optional Fulton extraction possible.
V	Complete the mission by extracting five child soldiers without the enemy discovering their escape.	Optional This requires you to clear the entire Kungenga Mine area.
VI	Eliminate the gunship.	Optional Requires a rocket launcher.
VII	Extract five snipers from areas near Kungenga Mine, and the NE and SW guard posts.	Optional Fulton extraction possible.
VIII	Extract three armored vehicles.	Optional Requires the Cargo 2 Fulton upgrade.

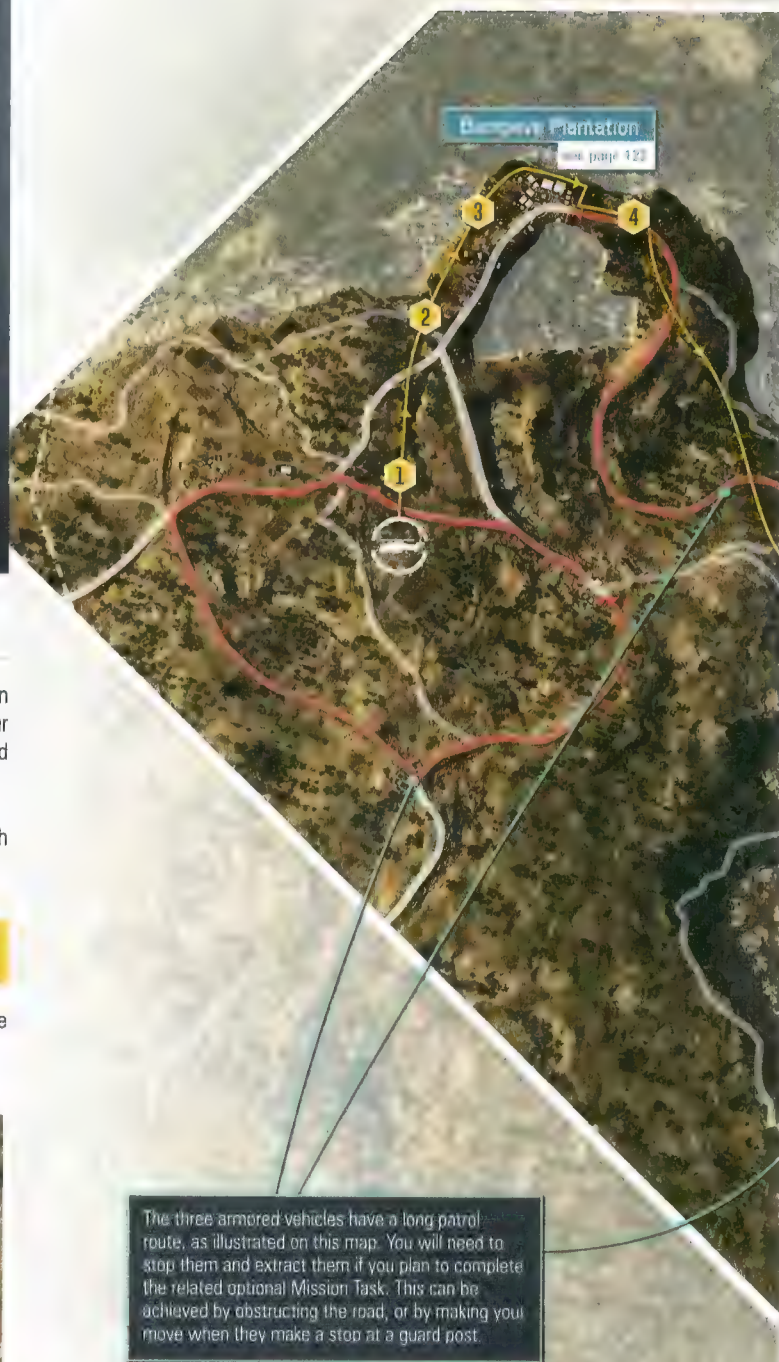
## Notes

- **First Playthrough:** Concentrate on extracting the Mbele soldier and then rescuing the five child soldiers (I, II and III and IV). The remaining four Mission Tasks are much easier if you return later with more advanced equipment.
- Quiet can be an excellent Buddy choice for this mission, offering both recon skills and redemptive sniper support if you are detected.



## WALKTHROUGH

- 1 Head towards the waypoint to the northeast until you reach Bampeve Plantation.





An enemy gunship circles the entire mission area. There's no hurry to take it down, as it only poses a threat if you are detected, but seize any chance to destroy it with a well-aimed rocket if an opportunity should arise while you are far from any hostile witnesses. This will complete the related Mission task. A rocket launcher with homing missiles (which you almost certainly don't have when you first arrive here) makes this far easier on a later playthrough.

WALKTHROUGH

## Mission Area



MISSION 16-18



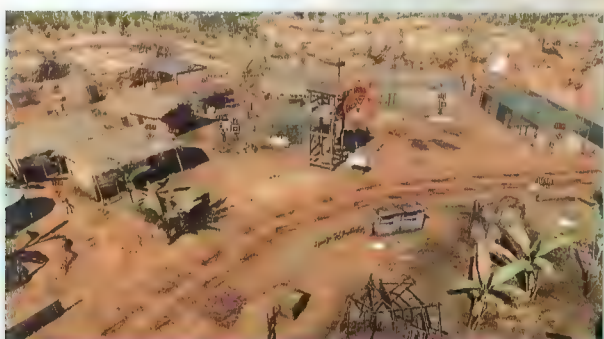
There are five snipers hiding at the gorge entrances: three to the east of the mine (shown here), and two to the south. You must extract them to complete a Mission task; it makes sense to leave this until a later return to this mission to clear up remaining objectives. Crawl when you make your approach to avoid being spotted, then tranquilize them with a ~~sniper~~ handgun or a sniper rifle.



## [!] MISSION 18: “BLOOD RUNS DEEP” [CONTINUED]



The watchtower to the far north of the plantation is a prime spot to mark most of the local soldiers.

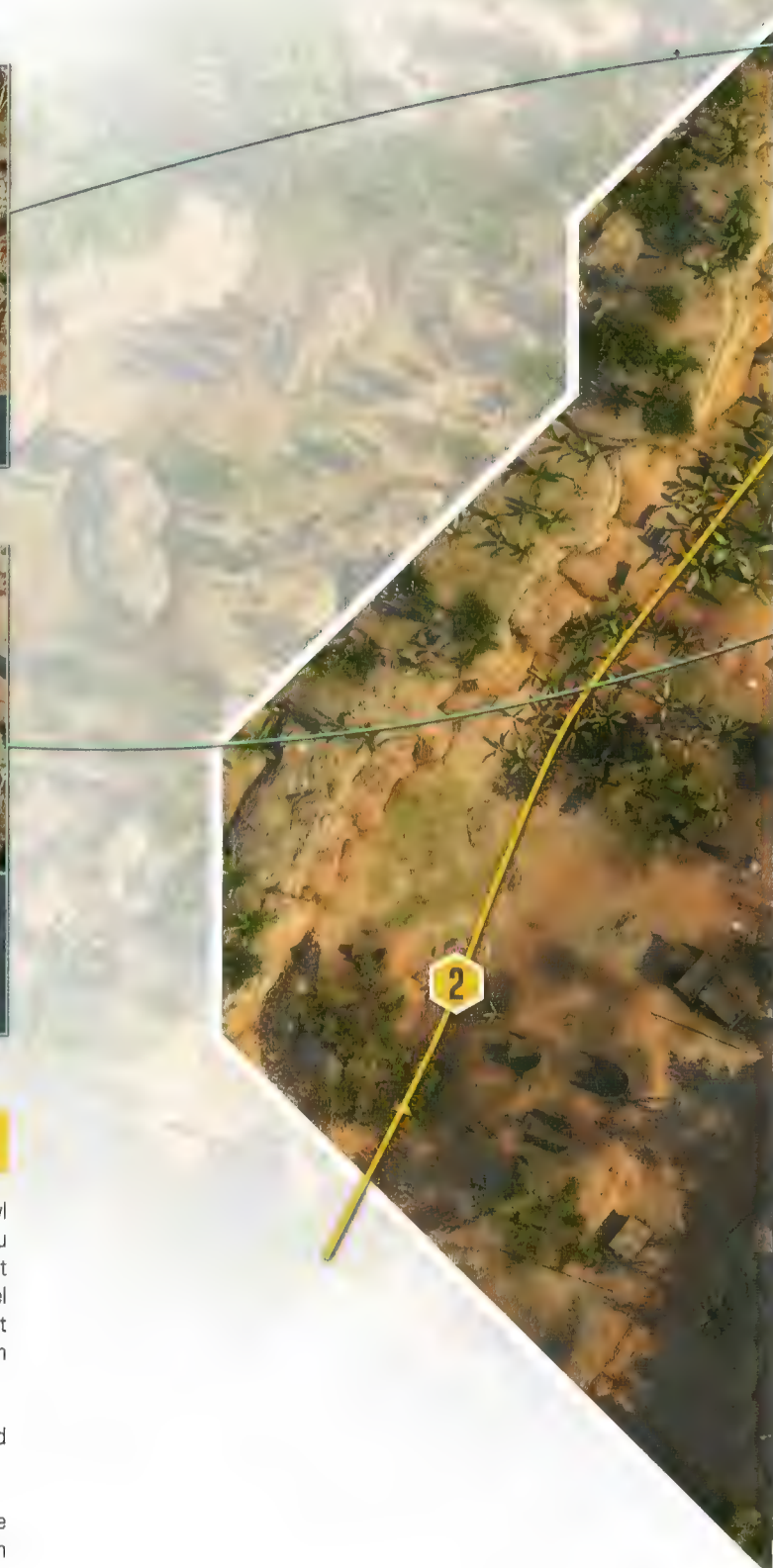


The former rebel Mbele soldier is among the troops defending the plantation, patrolling in the northern half of the area during the day, and found inside the northeastern building at night. His white T-shirt makes him easy to recognize. If you incapacitate a few guards close to his position, you then can easily Fulton extract him – completing both the mandatory objective and an optional Mission Task.



### WALKTHROUGH

- 2 The plantation is particularly well guarded. Crouch-walk and crawl along the northwest rock wall to remain undetected, until you reach the watchtower to the north. Use this elevated vantage point to mark as many soldiers as you can and identify the former rebel Mbele soldier that you seek. His death will suffice, but clearing out nearby guards to make it possible to disable and Fulton extract him is a better result.
- 3 Continue along the same wall, using the available cover to avoid detection.
- 4 Once you're out of the plantation, head towards the mine to the east. If you're planning to complete the final three optional Mission Tasks on the list, now is the time to do so.





## Bampeve Plantation

WALKTHROUGH



MISSION 16-18

The potential presence of an armored vehicle combined with the large amount of soldiers makes open conflict a very risky strategy. Crouch-walking or crawling along the cliff to the north to sneak past is much safer. If you're feeling brave and acquisitive, don't forget that stationary vehicles can be Fulton extracted – once you have attached the device, you render them completely harmless.

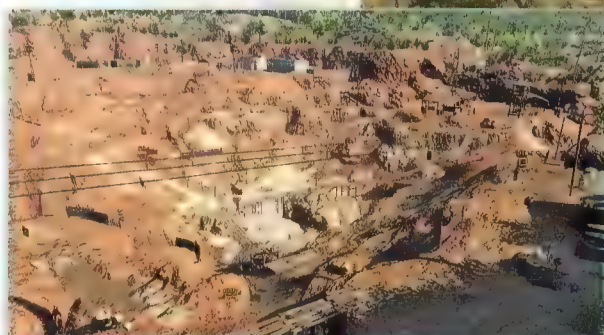
20 m



# [❗] MISSION 18: "BLOOD RUNS DEEP" [CONTINUED]



The watchtowers are great vantage points to mark most soldiers in the open-pit mine area — and to snipe them, if you wish.



The open-pit mine is heavily defended. For a clean stealth infiltration, crawl along the mine's western border, silencing the few opponents on the way, until you reach the locked tunnel gate. Alternatively, you can avoid the problem entirely by approaching the area via the canyon to the south. If you intend to complete the Mission Task that requires you to rescue the five child soldiers without the enemy discovering their escape, you will need to clear the entire mine area of every last soldier.



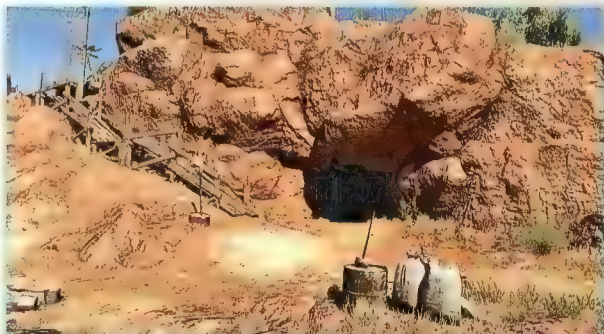
## WALKTHROUGH

- 5 Though entering the mine via the front entrance (as suggested by the waypoint) can be a lot of fun, it is not the easiest path. If you instead go through the small canyon to the south of the mine, you will encounter far fewer soldiers.
- 6 Just before you reach the open-pit mine, pick the lock of the green gate and go inside the tunnel.
- 7 Pick the lock of the next gate and free the prisoners (don't forget to retrieve the rough diamonds in their cell). The mission will end immediately if any of the children are killed, so proceed with caution.
- 8 Carry the injured child and guide the others as you retrace your steps through the canyon. The escape towards the landing zone isn't particularly difficult, though you will have to face a few guards who have been recently deployed in the area. Try to be methodical during these encounters. When you espy a target to eliminate, put down the child you're carrying in a safe position and order the other children to wait (hold **L1**/**LB** and use **R3**/**R**) while you deal with the threat. When the coast is clear, pick up the injured child again and order the others to follow you. Your priority is to avoid detection (especially open firefights) and to keep the children safe until you arrive at the landing zone. You then have to manually load the youths into the helicopter one by one.

**S Rank Notes:** To obtain an S rating based on pure speed, quickly eliminate the former Mbele soldier in the plantation, then rush to the mine. If you destroy the local anti-air radar, you create a new landing zone, which you can use to extract the children in record time. Alternatively, once you have the child-compatible Fulton upgrade, you can extract them from outside the tunnel, then leave the area by Fulton recovering one of the containers while standing on it (hold **△**/**Y** until the process is complete).



You can access the tunnel where the five prisoners are held through this gate, though you will need to neutralize or distract any nearby guards to make sufficient time to pick the lock.



This locked gate also leads to the tunnel where the five prisoners are detained, but it is not directly guarded. This is the conventional escape route after you have freed the captives.



WALKTHROUGH

MISSION 16-18



Kungenga Mine

20 m



# [!] MISSION 19: "ON THE TRAIL"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Identify the subordinate of the PF commander, the Major.	Optional	Achieved with the binoculars.
II Identify the PF commander, the Major.	Optional	Achieved with the binoculars.
III Eliminated the Major.	Mandatory	
IV Extract the Major.	Mandatory	Fulton extraction possible.
V Extract the Major's subordinate.	Optional	Fulton extraction possible.
VI Extract the prisoner held at Murioko ya Nioka Station, NE Guard Post.	Optional	Fulton extraction possible.
VII Listen to the conversation between the Major and his subordinate.	Optional	Eavesdropping can be achieved with the directional mic on the binoculars.

The subordinate of the PF commander is originally found here, in the outpost to the south of Ditadi Abandoned Village. Identify him through the binoculars before he climbs into the four-wheel drive. You can then track his movements from a safe distance without risk of detection.



## WALKTHROUGH

- 1 Head to the waypoint and identify the subordinate from a safe distance with the binoculars.
- 2 You now need to tail the subordinate, who leaves in a four-wheel drive and moves towards the meeting point with the Major to the east. As our map reveals, it's not necessary to tail him in a literal fashion – you can go cross-country to keep up. Avoid detection at all costs: an active alert will cause the meeting to be cancelled, and the Major will attempt to escape.
- 3 Once you reach the meeting point, eavesdrop on the conversation between the Major and his subordinate from the top of the hill to the south with the directional microphone feature of the binoculars.
- 4 After the meeting, the Major moves to the outpost to the north. Follow him and recon the area from the hill to the northeast. Silence as many soldiers as you deem appropriate to reach and incapacitate the Major himself, then extract him before leaving the hot zone.

**S Rank Notes:** From the mission start point, rush to the Major at the meeting point, then neutralize him and any guards of note without being seen before you extract him and exfiltrate the hot zone.

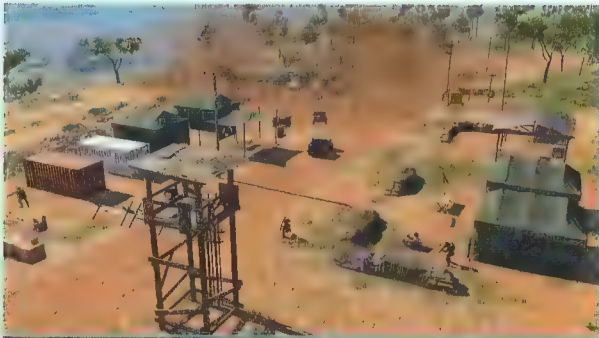
## Notes

- **First Playthrough:** Realistically, this mission requires multiple playthroughs (and a degree of familiarity) for you to complete all of its optional Mission Tasks. On a debut visit, assassinating the Major and making a break for the edge of the hot zone is a respectable conclusion. If you're feeling confident, though, his skills make him a great recruit for Mother Base...
- A gunship patrols above the entire mission area, but feel free to ignore it entirely. Destroying it would cause heightened guard vigilance in the whole area – and, worse, cause your primary targets to flee.

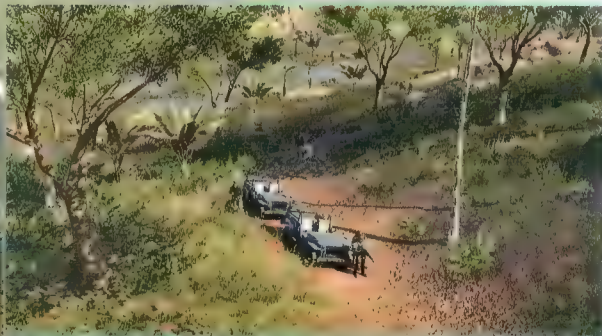
## Mission Area



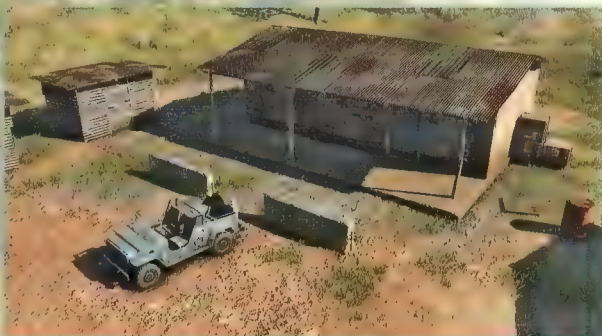




Once the meeting with his subordinate is over, the Major moves to a heavily guarded outpost to the north. The hill to the northeast of this locale is a good place to reconnoiter and begin your approach, as it offers a direct path to the tent where your target hides. Avoid a firefight, however, as extracting the Major (rather than killing him) also completes an optional Mission Task.



The "Major" that you seek is found here. He has a meeting with his subordinate if you tail the latter (or, once you know his location, travel here independently) without being detected. Listening to their entire conversation completes an optional Mission Task. The hill directly to the south of their meeting point is the perfect place to eavesdrop. Ambushing the Major and his subordinate during their meeting, or just after it concludes, is complicated by the sheer number of soldiers in attendance – though it's by no means impossible. The most important thing is to disable the two primary targets to prevent their escape before you attend to their guards. On a later playthrough to complete optional Mission Tasks or obtain a better final rank, you can confound your enemies with a combination of a silenced sniper rifle armed with tranquilizer rounds and sleeping gas grenades.

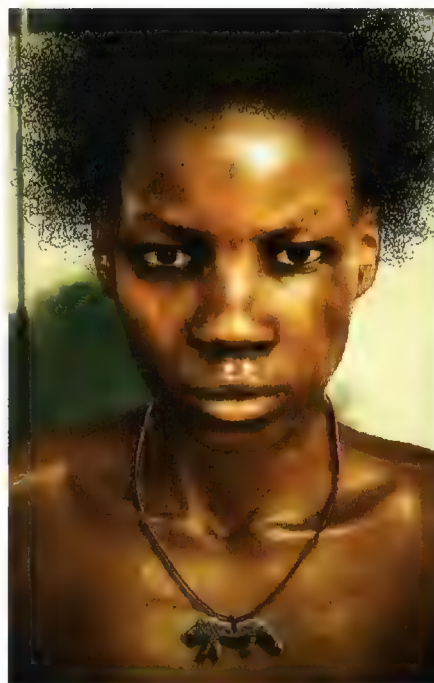


The prisoner that you need to extract to complete an optional Mission Task is found inside this small building, at the outpost in the southeast of the mission area.



# [!] MISSION 20: "VOICES"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Extract Shabani.	Mandatory	Completed after a cutscene.
II Successfully hit the floating boy with an attack.	Optional	Can be achieved after temporarily incapacitating the Man on Fire.
III Fight off the Man on Fire.	Optional	Can be achieved by propelling the Man on Fire off the cliff or into the water using the Stun Arm, or by Fulton extracting him.
IV Pinpoint the route to Ngumba Industrial Zone, West Guard Post from an intel file.	Optional	Can be found in a tent.
V Extract an African wild dog near Ngumba Industrial Zone, West Guard Post.	Optional	Can be achieved by incapacitating the animal before Fulton recovering it.
VI Listen to the conversation about the "bodies" at Munoko ya Nioka Station.	Optional	Requires you to follow the truck driver without being detected.



## Notes

- **First Playthrough:** There are many ways to complete this mission, particularly its final battle. It's definitely one that you will want to revisit later, once you have access to Big Boss's full range of equipment and with many hours of additional experience behind you, to explore some of the more unusual and unexpected solutions. On a first attempt, it's enough to survive: don't strive for perfection.



## WALKTHROUGH

- 1 From your start point, head east towards the waypoint. You can either go through Munoko ya Nioka Station (which features many guards) to accrue resources, or bypass it entirely via the small passage to the north.
- 2 Silence the soldiers that guard access to the valley leading to Ngumba Industrial Zone, then pick the gate's lock.
- 3 When you reach the collapsed bridge, take a right (east) and follow the river, then climb up the hill and go through the tunnel. Alternatively, you can climb the cliff to the left of the broken bridge, then another one to the right, and follow the shortcut that leads to the same tunnel – thereby avoiding numerous potential flashpoints.

## Mission Area



200 m





When you reach the broken bridge, the obvious path is to take a right and follow the river. There is actually a secret path here, though. If you climb the cliff to the left of the bridge and then climb another cliff to your right a little further on, you have access to a shortcut that leads straight to the final outpost, right before the tunnel. This is a fantastic way to avoid most enemy encounters in this dangerous section, which helps immensely when you return to attempt an S rating on a subsequent visit.

As you walk through the valley to the west of the industrial zone, try to tranquilize and Fulton extract one of the wild dogs found in this area to fulfill the related Mission Task. Having DD by your side makes the process of locating the animals much easier.

WALKTHROUGH

MOTHER B



Ngumba Industrial Zone

Point 1312

MISSION 19-21

There is an intel file in this tent. Securing it reveals the path to your objective on the iDroid map and completes a Mission Task.

If you want to avoid a number of enemies, go through this small passage.

There are three large rough diamonds that you can find during this mission, each rewarding you with 100,000 GMP. The first one is on a small cliff inside Munoko ya Nioka Station. The second one is at the foot of a tree, right by the waterfall to the west of Ngumba Industrial Zone. The third one is on the hill to the north of the river - but watch out for wild dogs, who will ambush the unwary.



# [!] MISSION 20: "VOICES" [CONTINUED]

Munoko ya Nioka Station



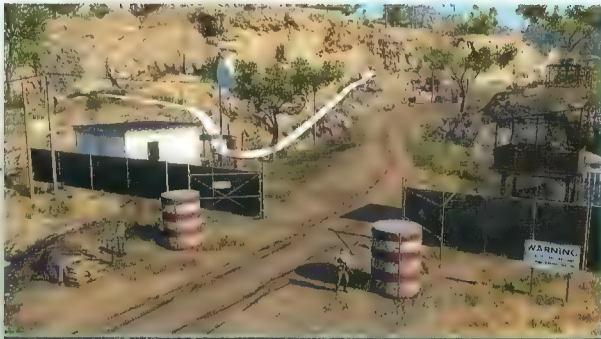
There are a few containers that you can extract in the station. Be sure to Fulton recover them to boost your progression in the Mother Base management metagame. A shortage of critical materials will prevent you from building new facilities, so securing containers such as these is essential in the long run.



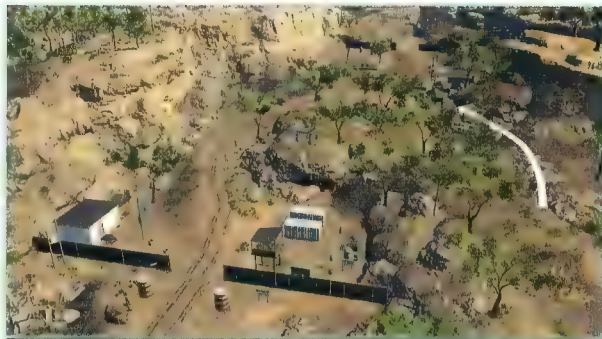
If you replay this mission after completing Mission 31, the Flamethrower Blueprint can be found inside the white hut in the center of the station.



WALKTHROUGH



A relatively easy way to sneak through the station is to walk along the northeastern rock wall. A small path conveniently hidden behind rocks will lead you inside the fenced area, from which you are only a short stroll away from the exit.



If you approach the station's entrance from the hill to the south of the road, you will end up on a vantage point from which you can mark multiple soldiers.



Munoko ya Nioka Station's delivery point can be a little harder to spot than usual as it's hidden behind a stack of boxes and beneath a canopy. Try to pick up the invoice on the cargo loading platform signpost to complete your collection and add a new destination to the game's "fast travel" system.



The driver of the truck at this position is the man who will have the conversation about the "bodies at Munoko ya Nioka Station", which you need to hear to complete an optional Mission Task. What makes this interesting is that the dialogue only occurs after a complex chain of events. After he leaves his Munoko ya Nioka Station starting point when you approach, the driver has a first conversation during a brief stopover at the outpost to the north; the second conversation occurs at an outpost further north, just before the broken bridge; the third (and critical) conversation then occurs in the final outpost, just before the tunnel that leads to Ngumba Industrial Zone. However, the driver may change his routine if you raise anyone's suspicion even the slightest, so you need to tail him without performing an action that might break the sequence. The most elementary way to complete this challenge is to jump into the back of the truck and wait until the first two conversations are over. When the driver pulls up for his final stop, follow him by foot to the final outpost and eavesdrop from a safe distance. Naturally, this is something best left to a later playthrough.

MISSION 19-21



20 m



## [❖] MISSION 20: "VOICES" [CONTINUED]

Ngumba  
Industrial Zone

If you move close to the tunnel as you attempt to evade the Man on Fire he will block it, sealing the arena. There is a tringe benefit to this: after the tunnel is sealed, the Man on Fire no longer knows where you are at all times, which can be useful for certain solutions, or serve to make the confrontation less relentlessly intense on a first playthrough. When you return to secure an S rank, though, it's useful to avoid triggering the closure of the tunnel. This will enable you to use it to escape after defeating the Man on Fire; the mission ends immediately when you reach the other side of the passage, which is much faster than calling for a helicopter.



There are two four-wheel drives at these positions that you can use to ram the Man on Fire. With a little artful maneuvering, these can be employed to knock him over the edge of the cliff or push him into the reservoir.

20 m 1

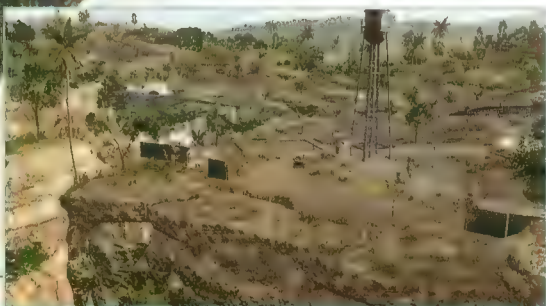




If you fire at the blue water tanks inside the warehouse while the Man on Fire is close to them, he will be incapacitated for 30 seconds. Unlike the water towers outside, however, the effective radius is much smaller. That said, incapacitating him inside the warehouse may furnish you with vital additional seconds of safety as you depart via helicopter: the walls may prevent him from firing the moment he stands.



There are two water towers in the area where you fight the Man on Fire. If you destroy them when your assailant passes beneath, he will be incapacitated for 30 seconds: just enough time to exfiltrate by helicopter (if you call for it in advance, at a suitable LZ), or to attack the floating boy.



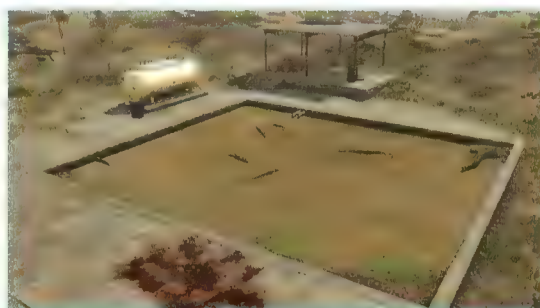
If you manage to propel the Man on Fire over the edge of this cliff with a weapon or by ramming him with a four-wheel drive, the battle ends immediately.



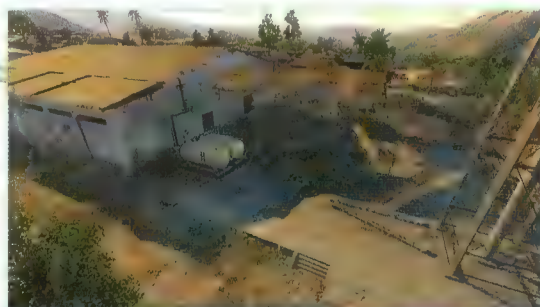
## WALKTHROUGH

- 4 Once inside the Ngumba Industrial Zone, head towards the large hangar at the far southeast end of the compound and go through the door.
- 5 Move as far as you can inside the hangar to trigger a cutscene. With the Man on Fire hot on your heels, retrace your steps to return outside.
- 6 Your goal is to exfiltrate the area by calling a helicopter, but you have to neutralize the Man on Fire before it arrives, or he will destroy it. There are numerous ways to incapacitate him temporarily to provide a safe window for an aerial extraction, or even to effectively defeat him — see overleaf.

**S Rank Notes:** Rush to Ngumba Industrial Zone via the two shortcuts, remaining undetected at all times. Incapacitate and Fulton extract the Man on Fire, ideally by disabling the floating boy with the supply drop trick. You should also hit the floating boy at least once with any weapon to get the corresponding bonus. Leave via the tunnel for maximum speed.



This small reservoir can be used to defeat the Man on Fire. If you can propel him into the water with an explosion or two (for example, by blowing up the nearby gas tank when he is in an appropriate position) or ram him with a four-wheel drive, you can end the confrontation instantly.



There are two steel frame structures in the area. The first is automatically destroyed, but you can take down the second by blowing up the gas tank at its base. If the Man on Fire is beneath, he will be incapacitated for a short duration. This may be enough to enable you to exfiltrate safely via a chopper if you call it in advance.

MISSION 19-21



On a first playthrough, your sole objective in this boss battle should be to escape. When you return with greater experience, however, you can begin to experiment with the many other ways to conclude this quite brilliant mission.

## Enemy Attacks

- Fireballs:** The Man on Fire will regularly hurl fireballs at you. You can dodge these by sprinting or quick diving to either side.
- Fire Pillars:** He can also summon pillars of fire from the ground. When you spot the telltale visual effect that foreshadows this assault, be sure to run or dive away.
- Grab Attack:** At close range, the Man on Fire will attempt to grab Big Boss and crush him. Evade this deadly assault by quick diving away from the Man on Fire.
- Counterattack:** Finally, if you shoot an explosive directly at him, such as a missile, he will launch a devastating counterattack. Evade this by taking cover or diving away – or, better still, avoid it entirely by refraining from firing directly at him at all.

At the start of the encounter, the Man on Fire will stride (and warp!) towards Big Boss's location with inexorable precision. You cannot hide from him. To end his relentless march, approach the tunnel that you originally arrived by (in the north of the area) to trigger a cutscene. Once this ends, the Man on Fire loses his ability to track Big Boss's movements with such uncanny precision, which transforms the battle into a more conventional cat-and-mouse affair. You can now disappear behind cover to lose your opponent, then entice him to specific locations when you are ready to enact whichever plan of attack you choose. On a later return to this mission, though, it's better to keep the tunnel open: leaving via this route is much faster, and therefore a lucrative source of additional score points.

Any solution where you actually defeat the Man on Fire before exfiltrating (disabling the floating boy and a Fulton extraction of your primary foe, a fall from the cliff, knocking him into the water, annihilating him with the Stun Arm) will fulfill the optional Mission Task. On a first attempt to complete this mission, though, there's absolutely no shame in concentrating purely on escape.

## Possible Strategies

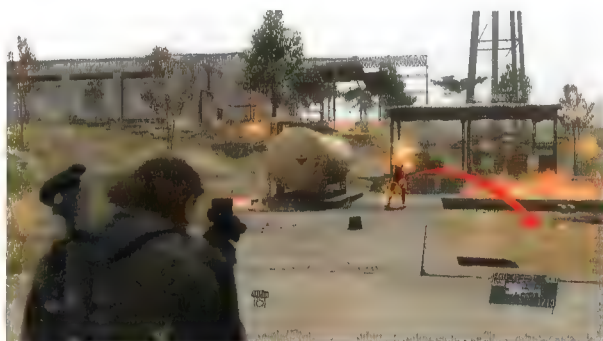
There are many ways to end this boss battle. Here is a breakdown of the possibilities.



**Simple Escape:** The most obvious way to bring the confrontation to a close is to call the helicopter while the Man on Fire has lost sight of you. This entails luring him to a specific position (the far north or far south of the area, for example), then escaping from view and calling for an extraction at the landing zone most distant from his location. The drawback to this gambit is that your foe can shoot down choppers with great ease: this solution requires more than a small measure of luck. Ordering Quiet to draw your enemy's attention can help.



**Water Towers & Water Tanks:** There are two water towers in the arena. If you destroy one with any explosive while the Man on Fire is below them, the resultant deluge will incapacitate him for approximately 30 seconds. If you call for chopper extraction before you engineer this, making your move just before it arrives, you can be airborne and out of range before your adversary can pummel your ride with fireballs. The blue water tanks inside the northern warehouse have an identical effect, but a smaller "splash" radius.



**Water Reservoir:** If you can propel the Man on Fire into the small reservoir to the southwest of the arena, this will end the battle instantly. You can achieve this by drawing him close to the reservoir then detonating the gas tank as he approaches from the north; by ramming him with a four-wheel drive; or by firing an explosive (such as a grenade launcher) close enough to knock him in the required direction. Aiming an explosive directly at him will not work, as he will just absorb it: you really need to aim at a position just next to him. A well-aimed shotgun blast or the Hand of Jehuty (unlocked by completing Side Op 49) can also do the trick.



**Rain:** If you survive for ten minutes it will begin to rain, causing the Man on Fire to vanish. You can then call for extraction. If hiding should prove difficult, ordering Quiet to take pot-shots should provide sufficient time to move to a new location.





**Cliff:** It's possible to knock the Man on Fire over the cliff, either by ramming into him with a four-wheel drive (don't forget to jump out with **△/○**!), with explosions that propel him in the necessary direction (remember: never directly at him!), or by a risky but satisfying sequence of shotgun blasts. The most difficult part of this, of course, is luring him to the necessary position. As with the reservoir method, this ends the battle instantly.



**Water Pistol:** This unusual weapon is unlocked for research after Mission 18. In one of those small, thoughtful touches that make *MGSV* so rewarding, you can actually use it to stun the Man on Fire for 30 seconds, giving you an opportunity to escape or to attack the floating boy. The drawback? Even with a fully upgraded water pistol, it takes approximately 50 direct hits to achieve the desired effect.



**Stun Arm:** With a fully upgraded Stun Arm, you can hit the Man on Fire with a shock attack charged to its maximum strength. This can be achieved by holding **R2/L1** for over ten seconds, until the three segments of the gauge are filled. This will annihilate the Man on Fire instantly and end the battle. To identify when the attack is ready to be launched, wait until Big Boss's fingers are completely straight (initially, his fist is clenched).



**Fulton Extraction:** This is the most advanced way to dispose of this boss, but also the most enjoyable. You can Fulton recover the Man on Fire if you manage to get rid of the "floating boy" who manipulates him. To achieve this, you first need to temporarily incapacitate the Man on Fire – for example, by destroying one of the water tanks while he stands below it. During the 30 seconds where your primary foe is incapacitated, the floating boy becomes visible and hovers above the Man on Fire. To eliminate the eerie child, you have two options: summon a supply drop to make it fall on top of him (the fastest method, but not the easiest to engineer), or hit him 20 times with any weapon. If you opt for the latter method, use a weapon with a high rate of fire. The weapon's power is irrelevant – it's the number of times you hit the boy that matters. Once he has been neutralized and disappears, the Man on Fire is formally stunned, enabling you to Fulton extract him. As a fringe benefit, shooting the floating boy also completes a related Mission Task. Note that you can Fulton extract the Man on Fire immediately when he's stunned without having to deal with the floating boy if you use the Wormhole Fulton upgrade.



WALKTHROUGH

MISSION 19-21



## Mission Area



New Exago Airport

Two enemy snipers are posted on the rooftop of the airport's main building, which makes crawling and sensible use of cover essential at night – and a matter of life-or-death during daylight hours. It's possible to climb to their positions, though silencing them with Quiet or a sniper rifle of your own is also an option. You can effectively ignore them if you choose to tackle the CFA official at the northern warehouse.

The containers that you have to extract to complete a Mission Task are found in this hangar. The only way to extract them to Mother Base is to use the Wormhole upgrade of the Fulton device, which you can unlock at a very late stage in the story.

To retrieve the blueprint and complete the related Mission Task, you need to destroy the arms dealer's chopper. Once it crashes, search the impact site and pick up the collectible. If you can't find it and return to a checkpoint that has recorded the destruction of the helicopter (to manually engineer this, leave the airport until the saving icon appears, without departing the hot zone, then return), the item will be at the position shown here. If you silence the arms dealer and the CFA official in the room where they have their fourth conversation, just beneath the chopper, the chopper will actually remain there, hovering just above the airport's rooftop – which makes it vulnerable to stealthy use of C4.

This is the route that the arms dealer and the CFA official follow as they inspect the airport. You can make this appear on your iDroid map by interrogating any soldier. They have four conversations in total: one inside the main airport building on the upper floor; one in the north hangar; one in the south hangar; and a final one in the original room. Listening to all of their conversations completes the related Mission Task.

200 m



# MISSION 21: "THE WAR ECONOMY"



## MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Identify the arms dealer.	Optional	Achieved with the binoculars.
II	Identify the CFA official.	Optional	Achieved with the binoculars.
III	Eliminate the CFA official.	Mandatory	Fulton extraction counts too.
IV	Extract the CFA official.	Optional	Fulton extraction possible.
V	Extract the arms dealer.	Optional	Fulton extraction possible.
VI	Listen to all conversations between the arms dealer and the CFA official.	Optional	Four conversations in total.
VII	Secure the blueprint carried by the gunship.	Optional	Appears at the crash site.
VIII	Extract the materials container inside the Nova Braga Airport hangar.	Optional	Requires the Wormhole Fulton upgrade.

WALKTHROUGH

An alternative approach to incapacitating and extracting your primary target and the arms dealer involves tangling with two Walker Gears that patrol the north hangar – but this is less demanding than you might suspect. Head straight for this location, crawling around the outer wall once you enter the compound via the northern gate. If you bide your time and sneak up behind the patrolling Walker Gears, you can pull the pilots out and restrain them with the standard CQC technique, tranquilizer darts are also possible, but more risky. Hide or extract their bodies after you knock them out. With one eye always tracking the movements of the patrolling helicopter, you can then ambush the CFA official and arms dealer when they arrive to inspect the hangar – their first port of call after the initial meeting.



If you don't plan to follow the arms dealer and the CFA official as they walk around the airport, the quickest way to bring the mission to a close is to intercept them both inside the main building where they first meet. Enter via this blue door and crawl into the room. The two men have no bodyguards in the immediate vicinity, leaving you free to quietly neutralize them.



This is where the arms dealer is dropped off by his helicopter. He then enters the building to meet with the CFA official. If you mark him as he leaves the chopper, you will be able to monitor his movements for the rest of the mission. This is particularly helpful if you plan to listen to all of his conversations with the CFA official to fulfill the related Mission Task. Use the directional microphone on your binoculars to eavesdrop from a safe distance.

## Notes

- **First Playthrough:** A "work to rule" resolution where you identify and kill the CFA official (II, III) with a long-range sniper rifle assassination is a satisfactory conclusion. VIII cannot be completed until much, much later in the story.
- **Important:** When you first launch this mission, you should receive a call from Kaz informing you that Mother Base is under attack. If so, open the iDroid and accept this new assignment to be transferred to Mother Base automatically. See overleaf (Mission 22) for details; you can return to complete this mission afterwards.
- Walker Gears patrol in the airport area. These opponents can be extremely difficult to take down unless you have the appropriate weapons. For this reason, choosing Quiet as Buddy is extremely useful here: her elevated vantage points often enable her to target the pilots. An Alert Status triggered by sniper intervention isn't ideal, but it's much better than a full Combat Status triggered by the discovery of Big Boss.
- If you are a stealth expert, the game might offer you an additional challenge for this mission in the form of cameras surveilling some of the airport's entrances. Destroying them is rarely a good idea as it alerts the local soldiers. The best solution is to sneak past when they face away from you, or avoid them altogether.

MISSION 19-21



## WALKTHROUGH

- 1 From your starting point, run around the airport's northern edge.
- 2 Enter the airport perimeter via the gate in the northwest corner.
- 3 Identify the arms dealer as he leaves the chopper. You can then either interrupt his initial meeting with the CFA official, or wait until they begin their inspection to spring your ambush. Once they are dead or have been Fulton extracted, retrace your steps and depart the hot zone, unless you prefer to attend to other Mission Tasks.

**S Rank Notes:** For a pure speed and stealth solution, rush to the CFA official without waiting for the arms dealer and Fulton extract him before an immediate departure. Alternatively, for a score boost on a much later playthrough, extract the three containers with the Wormhole Fulton while you wait for the arms dealer to land, then identify both him and the CFA official in the room where they meet. Fulton recover them, then exfiltrate the hot zone.



# [!] MISSION 22: "RETAKE THE PLATFORM"

MISSION OVERVIEW			
Mission Tasks		Type	Details
Retake the R&D Platform		Mandatory	



There are two distinct networks of stairs at the center of the R&D Platform, which can be a little confusing to navigate if this is your first visit. Make sure you choose the gray staircase, as it leads from the bottom of the platform to its very top, whereas the orange stairs lead to dead ends. Move slowly as you go up the stairs, silencing any target that you spot, until you reach the top.

## Notes

- **First Playthrough:** There is no final rating for this mission, so you are free to complete its sole objective in any way that you please. That said, it makes sense to favor nonlethal takedowns and Fulton extractions, as this will enable you to turn the event into a net gain for Mother Base. The commander himself is usually blessed with excellent stats.
- You have no Buddy in this mission, so you cannot count on their skills to help you out. Furthermore, you cannot call for supply drops. You can only use what you take in, or the weapons that you appropriate from enemies. Choose carefully at the Sortie Prep screen. If you're planning to recruit soldiers, pack nonlethal weapons. If not, favor firearms with a large ammo capacity.
- Though it's only a minor difference (and probably not worth a replay in its own right), the closing conversation is changed if you kill all invading enemies. If you spare or leave even one, though, you get the standard conclusion.



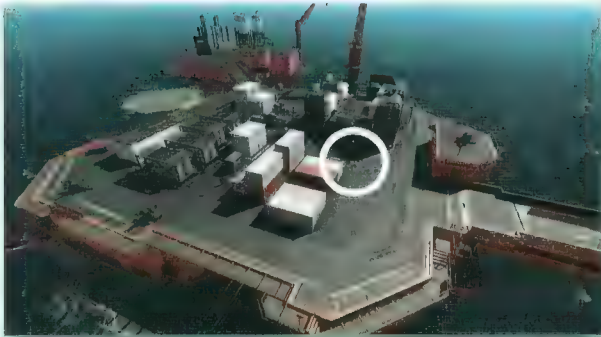
The enemy commander – named "Mosquito" – is usually posted at the very top of the platform, along with other soldiers. His dark bulletproof vest makes him easy to recognize.

Mother Base - R&D Platform

Mission Area



WALKTHROUGH



There are hostages at this position (their exact number depends on how many staff members you have at Mother Base). If you rescue them, these Diamond Dogs staff will return to service after the mission. If you do not, they will be killed and permanently removed from your roster.

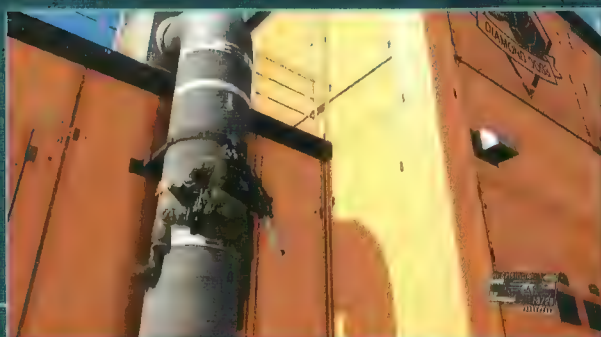


WALKTHROUGH

- 1 From your start point, which depends on how many decks you have built so far, head towards the bridge that connects the two platforms. Either avoid enemies, or systematically neutralize and extract them.
- 2 Cross the bridge via the lower level beneath the main road.
- 3 Head to the center of the main platform and use the gray stairs to slowly go up, eliminating any soldiers in your path.
- 4 Once at the top of the platform, dispatch the enemy commander and his men as you see fit.



MISSION 22-24



In addition to the stairs, there are many large pipes that you can use to leave the beaten path. Though these can be good way to avoid the stairways with patrols, you will be a sitting duck if an enemy catches sight of Big Boss.



Bridges provide the sole link between main platforms. Use their lower levels to avoid detection as you make the crossing.



# [!] MISSION 23: "THE WHITE MAMBA"

MISSION OVERVIEW		
	[ Mission Tasks ]	[ Type ] [ Details ]
I	Extract the White Mamba.	Mandatory   Achieved by loading him in the chopper.
II	Extract the prisoner held at Masa Village.	Optional   Fulton extraction possible.
III	Extract the White Mamba without giving him the opportunity to resist.	Optional   Requires you to incapacitate him before the battle begins.
IV	Secure the rough diamonds near Masa Village.	Optional
V	Extract 20 child soldiers.	Optional   Not started unless you have the required upgrade.

## Notes

- **First Playthrough:** Even though you may already trigger the conclusion offered by III, sneak to the main stairs that lead to the White Mamba and take part in the boss battle that ensues on a debut run: it's an essential storyline moment that you really should experience. Objective V is a *lot* of work unless you wait for a special Fulton upgrade that makes the devices safe for children.
- Remember that you cannot kill any child soldiers, so nonlethal weapons are a priority for this mission.



## WALKTHROUGH

- 1 From your start position, head southwest towards the waypoint.
- 2 There are two easy optional Mission Tasks that you can take care of during the journey. The first one is a rough diamonds collectible hidden in a tent on the outpost close to your starting position.
- 3 The second is a prisoner being held in a small building that you can Fulton recover.
- 4 Ideally, try to tranquilize all child soldiers patrolling in the area around the ship. This will prevent an outcome where they fire at you during your battle against the White Mamba.
- 5 Climb aboard the ship and silence the White Mamba. There are many ways to approach this encounter – see overleaf for details.
- 6 Once you have neutralized the White Mamba, carry him to the chopper. It will land automatically a few meters away from the ship.

**S Rank Notes:** Rush to the target's position and put him to sleep without triggering the formal boss battle to conclude the mission in record time.



The rough diamonds required to complete a Mission Task are found in this tent, in the outpost close to your start position.



If you struggle to defeat the White Mamba, or to extract him without giving him an opportunity to resist, head to the edge of this pier. With a sniper rifle that fires tranquilizer rounds, you can land a decisive shot from this location: the White Mamba's face will be visible through the scope while he sits on his throne.



The moment you climb these wooden stairs on the northwest side of the ship, the fight against the White Mamba begins automatically – no matter how stealthy you are.



To have a chance to extract the White Mamba without giving him the opportunity to resist, as required by an optional Mission Task (and explained overleaf), most solutions require that you reach the upper part of the ship by climbing the wall on the southeast side of the wreck.



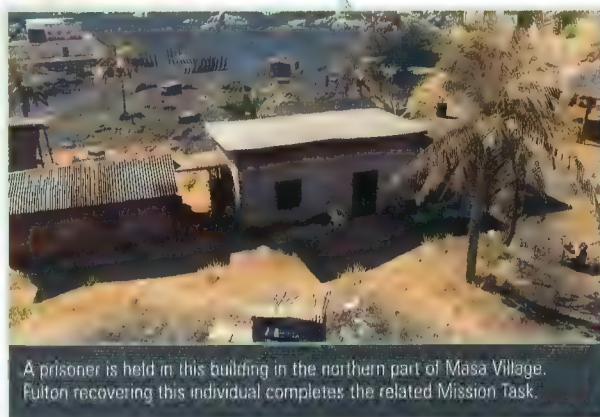
## Mission Area

WALKTHROUGH

If you make the brave but foolhardy decision to complete the Mission Task that requires you to extract 20 child soldiers prior to unlocking the + Child upgrade for the Fulton device, we have a tip that will save you some time: take a four-wheel drive with you to ferry three at a time to the landing zone.

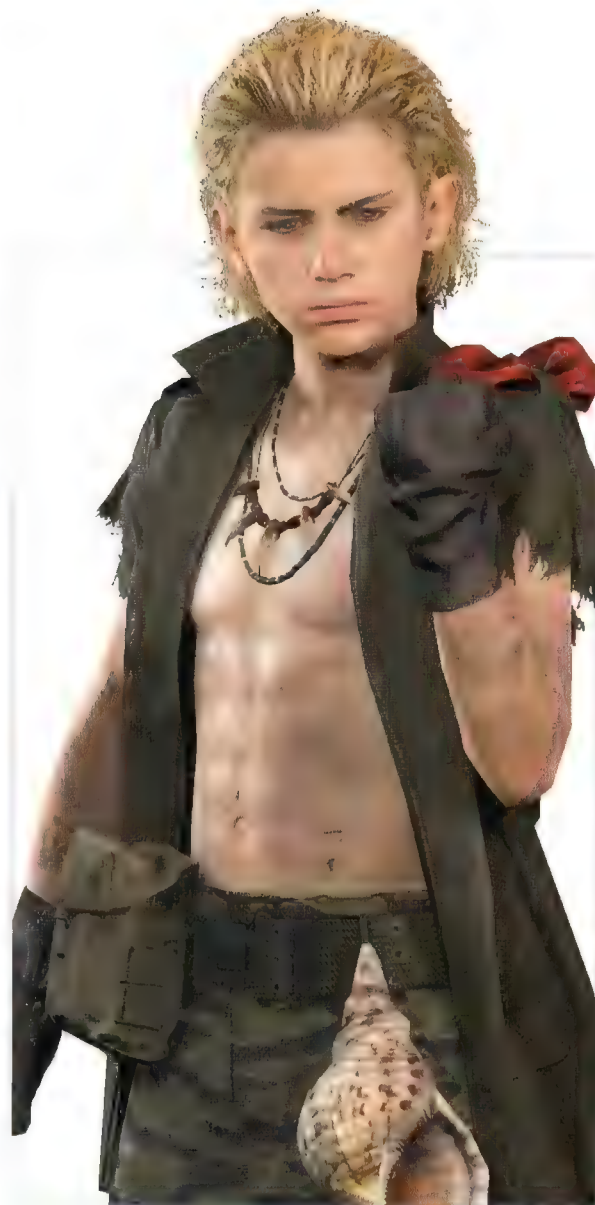
Bwala ya Masa

MISSION 22-24



A prisoner is held in this building in the northern part of Masa Village. Fulton recovering this individual completes the related Mission Task.





## THE WHITE MAMBA

This boss encounter is unique in that you can win it by triumphing in the intended confrontation, or without fighting your opponent at all.

### Combat

This is the scenario that will most likely occur on your first playthrough. The combat sequence is initiated automatically the moment you step foot on the wooden stairs that lead to the White Mamba, or should the child soldier detect you. This fight has three distinct stages:

**Stage 1:** At first, your opponent is very aggressive. He will typically come at you and perform melee attacks. Your priority here is to face him and counter his assaults by pressing **[R2/RT]** just as he is about to hit Big Boss, as indicated by an onscreen prompt **[L1]**. You can use nonlethal weapons to accelerate the process of knocking him out, but this is not very effective and puts you at risk – your priority is to counter his melee attacks. The best way is to let the kid take the initiative, then foil each assault with CQC. After a few such blows, the battle enters its second stage.



**Stage 2:** During this phase of the duel, the White Mamba plays hide and seek with you. He moves very swiftly and vanishes, then regularly attacks you by surprise. He will also occasionally throw an empty bottle at you [02]. Your goal is to find and attack him. This can be achieved either by stealthily approaching him from behind and hitting him with a tranquilizer round or CQC assault [03], or by rushing to his position to unleash a CQC blow at close range. If you have DD or Quiet with you, they should reveal your opponent's position. As previously, seize any opportunity to counter if your opponent attacks you. After a few successful counters or blows, the battle will move on to Stage 3.

**Stage 3:** In this final phase, your opponent's behavior is similar to the second stage, but he now throws Petrol Bombs at you [04]. Face him in the "throne room" and go on the offensive with CQC attacks at close range to finish him off [05].

### No Combat

On a subsequent attempt to complete this mission, you can try to extract the White Mamba without fighting him at all. This is the only way to complete the related optional Mission Task.

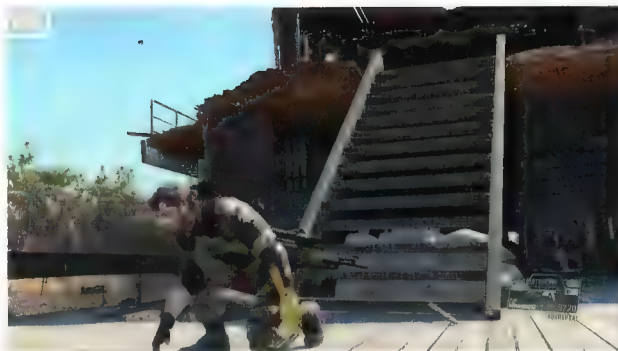
Do not climb the wooden stairs on the northwest side of the ship [06] – the moment you do, the boss battle begins automatically. Approach your target by climbing the wall at the southeast side of the wreck.

If the White Mamba is sitting on his plastic chair [07], you cannot take him by surprise. Even if you line up a perfect headshot, he will detect you and dodge the instant you fire. Instead, wait until he walks around and turns his back to you, then silence him with a clean tranquilizing headshot from behind.

To be extra safe, or if the White Mamba is seated on his chair, you can direct him to a specific position with an empty magazine [08], and then put him to sleep from behind when he moves to investigate.

If you attempt this challenge at night, you will sometimes find the White Mamba sleeping [09]. Do not be fooled. Just as when he sits on his chair, he will wake up and evade your shot if you fire at him, activating the conventional battle. Instead, lure him to a suitable position with a magazine to facilitate a one-hit tranquilizer victory.

Though this is more of an Easter egg for very gifted players, you can incapacitate the White Mamba without triggering the boss battle by hitting his head with an empty magazine. This must occur during the split-second when he detects you, as indicated by a red exclamation mark that appears above his head and the typical Metal Gear alert sound [10]. This can be hugely difficult to achieve, perhaps prohibitively so for some players, but we promise that it *is* possible. One reliable approach is to encourage the boy to move to a specific position with an empty magazine, then quietly move into position as he investigates, carefully adjusting the aim of your imminent second magazine throw in advance. The key is then to time the attack so that the clip hits the White Mamba's head *precisely* as he detects you.



WALKTHROUGH



MISSION 22-24





# [❗] MISSION 24: "CLOSE CONTACT"

MISSION OVERVIEW		
	[ Mission Tasks ]	[ Type ] [ Details ]
I	Extract the male engineer.	Mandatory The prisoner will be executed unless you rescue him quickly.
II	Extract the female engineer.	Mandatory The prisoner will be executed unless you rescue her quickly.
III	Extract six Nubian goats near Ngumba Industrial Zone, SW Guard Post.	Optional You need to incapacitate each animal before Fulton recovering it.
IV	Extract two four-wheel drives.	Optional Requires the Cargo 2 Fulton upgrade.
V	Extract four containers from Munoko ya Nioka Station, NE Guard Post.	Optional Requires the Cargo 2 Fulton upgrade.
VI	Pick an African Peach near Munoko ya Nioka Station.	Optional A medicinal plant collectible.
VII	Extract a Martial Eagle near Munoko ya Nioka Station.	Optional You need to incapacitate the animal before Fulton recovering it.



Martial Eagles fly above Munoko ya Nioka Station. You need to extract one to complete an optional Mission Task. To Fulton recover the animal, you must first incapacitate it with a nonlethal weapon. If you use a tranquilizing sniper rifle with no suppressor, bear in mind that this will alert soldiers within a surprisingly wide radius.

## Notes

- **First Playthrough:** As time is of the essence with the two mandatory objectives, focus on I and II. You are then free to attend to optional Mission Tasks, or can simply leave the hot zone and return to complete them later.
- DD's ability to identify points of interest (particularly prisoners, plants, animals and enemies) makes him a great choice if you intend to complete the five optional Mission Tasks.

## Mission Area



A rare African Peach is required for the completion of an optional Mission Task. You can find it on a small ledge to the southeast of Munoko ya Nioka Station.





There are four containers in the northernmost outpost, not far south of the landing zones. Fulton recovering these fulfills the related optional Mission Task.

If you choose to go through the small canyon to the north of the station, be aware that antipersonnel mines may be planted in this area. To safely defuse and collect primed explosives, move close to the device from behind (avoiding its fire detection beam), then hold **○/B**.

## WALKTHROUGH

- 1 From your starting point, head to the waypoint to the east. You can choose to go through the heavily defended Munoko ya Nioka Station or instead take the soldier-free canyon to the north.
- 2 Going through the station gives you an opportunity to complete two optional Mission Tasks: one involving the extraction of an eagle, and the other the collection of a medicinal plant.
- 3 Once at the outpost north of the station, Fulton recover the two prisoners. Before you exfiltrate the hot zone, you can complete two other optional Mission Tasks here by extracting six goats and two four-wheel drives.

**S Rank Notes:** From the northern mission start point, head straight to the prisoners, through the canyon. Fulton extract both of them, as well as the two four-wheel drives, then quickly climb on top of one of the containers and Fulton recover it to exfiltrate the area immediately (remembering that you can only successfully complete this trick by holding **△/Y** down until the extraction process is complete).



You have to extract two four-wheel drives to complete a Mission Task. The easiest solution is to get them both while they are at this guard post, brought by soldiers who come to take care of the prisoners – one from the guard post to the northeast, one from the station to the southwest.

You will need to extract six Nubian goats to complete the related Mission Task. These are most commonly found near this guard post.



The two prisoners are held inside this tent. After a while, the male escapes and stumbles to the north. If a patrol finds him, they will call HQ and eventually receive orders to kill him. As for the female prisoner, she will be transported to Munoko ya Nioka Station if you don't rescue her quickly enough. The soldiers will not harm her, though, unless you move her from her original position.

WALKTHROUGH

MISSION 22-24



# [!] MISSION 25: "AIM TRUE, YE VENGEFUL"

MISSION OVERVIEW		
	[ Mission Tasks ]	[ Type ] [ Details ]
I	Extract the militant XO.	Mandatory Injured, so cannot be Fulton extracted.
II	Extract the commander of the child soldiers.	Mandatory Cannot be Fulton extracted unless you have the required upgrade.
III	Extract the prisoner who escapes from Munoko ya Nioka Station, NE guard post.	Optional Will be killed by an animal unless you rescue him quickly.
IV	Extract 12 child soldiers.	Optional Children cannot be Fulton extracted unless you have the required upgrade.
V	Use a vehicle to extract the commander of the child soldiers and the militant XO simultaneously.	Optional Requires you to drive them out of the mission area.
VI	Pick a Digitalis (Purpurea) plant at Munoko ya Nioka Station, NE Guard Post.	Optional A medicinal plant collectible.



If you plan to complete Mission Task V, you will need to appropriate the four-wheel drive parked in the middle of the outpost, or order one from Mother Base. Load the XO and unconscious child commander into individual seats, then drive out of the hot zone to complete the mission and the optional objective. Mission Task IV is best left until you research the child-friendly Fulton upgrade – but you can complete it in advance if you insist, as long as you are willing to do the necessary legwork. The quickest way is probably to order four-wheel drives from Mother Base, load the incapacitated children three per vehicle, and then Fulton extract the cars. Note that this approach will not work for the injured XO.

## Notes

- **First Playthrough:** Optional objective IV should be left until you acquire a later Fulton device upgrade, while V pretty much necessitates that you incapacitate all child soldiers in the vicinity – which, actually, isn't too much of a trial. If you have a sniper rifle with the tranquilizer round conversion, you can treat this as a training exercise.
- You cannot kill any of the child soldiers – this triggers an immediate visit to the Game Over screen.



## WALKTHROUGH

- 1 From your start point, head toward the waypoint to the south.
- 2 Identify the commander close to the eastern watchtower, then the prisoner beneath the canopy. You can do so from the vantage point suggested by Kaz, but staying near the road works as well and takes less time.
- 3 Incapacitate the commander and any nearby soldiers, then extract both the commander and the XO either by calling the helicopter or by putting them in a four-wheel drive and leaving the hot zone by land.
- 4 If you plan to complete all optional Mission Tasks, you will need to rush to the prisoner's position to the south, then silence all of the child soldiers in the outpost to extract them.

**S Rank Notes:** Dash to the village and incapacitate both the commander and the XO, then load them into a four-wheel drive – you may actually prefer to order one delivered to a convenient position from Mother Base in advance – and then drive out of the hot zone.



The Digitalis (Purpurea) medicinal plants required for a Mission Task grow on the hill to the west of the mission area. You can climb there from the north. There are three plants to collect to fulfill the objective.



The prisoner that you need to extract for the purposes of an optional Mission Task roams to the south of the outpost. You can extract him with a simple Fulton recovery. However, if you take too long to complete the rescue, he will be attacked and killed by an African wild dog as he reaches the road.





The XO is found beneath this shack. He is cooperative, but injured, and a Fulton extraction is impossible. Simply carry him back to the chopper or extract him by land. You can also move him to a safe position for later collection, if you wish.



The commander is the leader of the local troops. He usually begins his patrol near the easternmost watchtower. This is a great moment to tranquilize him, as he is rather isolated here. After a few moments, he will walk towards the other child soldiers, and a second group of children will reinforce the outpost, making the approach more complicated.

WALKTHROUGH



MISSION 25-27

Mission Area

200 m





## DISEASE OUTBREAK

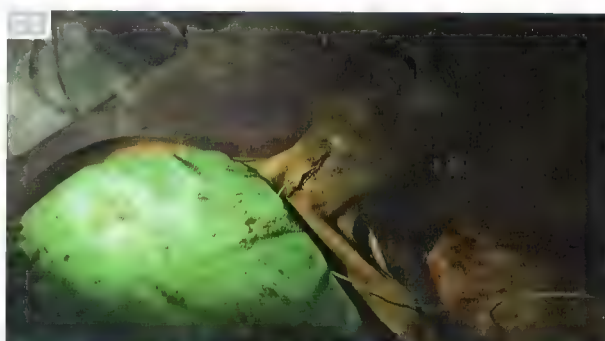
When you complete Mission 25 for the first time, you are informed by Kaz that a disease is spreading rapidly on Mother Base. To prevent it from decimating the ranks of your Diamond Dogs, you are asked to scrutinize the status of your men, and reassign suspected carriers or sufferers to the Quarantine Facility.

While you can (and should!) contain the outbreak now, saving the lives of many staff members, note that certain Mother Base features will be limited until a remedy to the disease is found, which will only happen when you complete a very specific storyline mission. Of particular interest, you will not be able to send your men on Combat Deployment assignments during this time. For this reason, it makes sense to focus on main story missions until the crisis at Mother Base is fully under control.

### Hints

This event is an interesting puzzle that we invite you to solve by yourself, as you can find the answer through observation alone. If you need help, we have prepared a gradual list to put you on the right track. We strongly suggest that you genuinely try to read the following bullet points only one at a time, trying to solve the mystery by yourself after each hint. If you're still stuck, simply move on to the next one.

- **Hint #1:** Solving this puzzle can be achieved by studying the profiles of the symptomatic staff who have been automatically assigned to the Quarantine Facility [01].
- **Hint #2:** The default display setting doesn't reveal a great deal about each quarantined staff member. You can change it by pressing /. The full details of each individual appear with the display setting that shows their full list of abilities, skills, and languages [02].
- **Hint #3:** To find the solution, you simply need to find the one detail common to all symptomatic individuals.
- **Hint #4:** One huge clue is provided at the end of Mission 20 ("Voices"), in the warehouse where you found Shabani and the other unfortunate test subjects. Think back to the exact nature of the abhorrent experiments [03].





When you suspect that a staff member is infected, simply select the person and reassign them to the Quarantine Facility with **ⓧ/A**. If you have been recruiting on a regular basis, however, your staff may by now number in the hundreds, so the process of reassigning the infected one by one could be a lengthy task.

To speed things up, you can actually go down the “All Staff” list, select all suspicious individuals with **ⓧ/A** (their checkbox becomes highlighted – **[04]**)), then reassign them all in one go to the Quarantine Facility. Even with this trick, though, expect the process of going through all Diamond Dogs members to take a while – at least a few minutes. But once again, being patient and solving this by yourself will lead to a nice eureka moment, and you will stop the contagion instantly.



## Solution

If you can't seem to find the solution, it is actually found in the Language section of each symptomatic member's sheet **[05]**. By studying this panel, you will notice that they all speak a particular language.

To stop the infection, then, all you need to do is go down through the “All Staff” list and check the name of every individual who speaks the Kikongo language **[06]**. Once you have sent these staff to quarantine, Kaz will confirm that you have successfully contained the outbreak. Close the iDroid, and you can then move on to the next mission.





# [!] MISSION 26: "HUNTING DOWN"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Pinpoint the trafficker's escape route from an intel file.	Optional	Found at Ditadi Abandoned Village.
II Eliminate the trafficker.	Mandatory	Fulton extraction also counts.
III Eliminate the trafficker before he reaches Kiziba Camp.	Optional	
IV Extract the trafficker and five escort soldiers.	Optional	Some of the escort soldiers can be far away from the trafficker.
V Extract four prisoners held at Ditadi Abandoned Village.	Optional	Fulton extraction possible.
VI Extract a side-striped jackal near Kiziba Camp.	Optional	You need to incapacitate the animal before Fulton recovering it.



If you intercept the trafficker as he moves through the savanna at the start of the mission, he and his escort party are easy to pick off. There are five soldiers in his entourage: one bodyguard in close proximity, one or two a little further away from him, and the others scouting at a greater distance. By approaching from the south, to the rear of the soldiers, you can silence them one by one for easy extractions. This will satisfy the conditions for three Mission Tasks simultaneously, leaving you free to depart the hot zone. You can make the exact route followed by the trafficker appear on your Droid map by retrieving an intel file from Ditadi Abandoned Village – which itself completes an optional Mission Task.

## Notes

- **First Playthrough:** If you are keen to conclude the Mother Base lockdown as soon as possible, concentrate on objectives **II**, **III** and **IV** alone. Neutralize the target and his escorts then extract them before you leave the hot zone.
- The south landing zone is an excellent choice for this mission, as it puts you in a position close to all of your objectives: the trafficker, the jackals, but also Ditadi Abandoned Village where the prisoners are detained.

## WALKTHROUGH

- 1 From your start point, you can go directly to the trafficker, but stopping by Ditadi Abandoned Village will enable you to complete a few optional objectives, if you wish. Approach the village from the east and climb to the top of the rock peak, from where you can mark and silence many soldiers.
- 2 Retrieve the intel file by the radio transmitter, under a canopy. If you're interested, you can Fulton recover four prisoners in the village to complete a Mission Task.
- 3 Head to the west, towards the trafficker's projected route. If you spot a side-striped jackal, tranquilize and extract it to fulfill another Mission Task.
- 4 Approaching the trafficker and his escort from the south, silence each of the five bodyguards and your main target from behind before they reach Kiziba Camp, then Fulton extract them to complete the remaining Mission Tasks. You can then leave the hot zone.

**S Rank Notes:** Rush to the trafficker immediately and Fulton recover him and all five members of his escort to secure an S rating.



There are side-striped jackals in the area to the south of Kiziba Camp. Fulton recovering one completes the related Mission Task. You can silence them with any nonlethal weapon, or let them attack you and stun them with a CGC move (press **R2** / **RT** when the Fulton prompt appears onscreen). If you struggle to locate one, call in DD: he will easily sense any creatures within range.





If you allow the trafficker to reach Kiziba Camp, his position will be much better defended. He usually heads to the central building with the radio transmitter. To extract him from this location, you will most likely need to deal with all soldiers in the vicinity.



The intel file is found beneath this canopy. Securing it pinpoints the trafficker's route on your iDroid map.

WALKTHROUGH

## Mission Area

The rock peak that dominates Ditadi Abandoned Village is the perfect vantage point from which to mark a large number of soldiers in the village, and – if you have the appropriate weaponry – silence those within range. You can climb to this position from the east.

MISSION 25-27



There are four prisoners held at Ditadi Abandoned Village, in the positions shown here. All four are inside tents or huts, so you will need to carry each one outside before you can Fulton recover them. This essentially entails clearing the entire village of guards beforehand to avoid unpleasant surprises. Extracting all four prisoners completes a Mission Task.



# [!] MISSION 27: "ROOT CAUSE"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
Extract the Intel Team member.	Mandatory	Fulton recovery impossible.
Extract the Intel Team member before he is involved in an accident.	Optional	Requires you to stop the truck before the accident occurs.
Exfiltrate the hot zone with the Intel Team member by land.	Optional	Easily achieved with the truck.

## Notes

- **First Playthrough:** This is one of the shortest main missions. Due to the unique timed event that greatly complicates the extraction of the target, we strongly recommend that you take the most direct route.
- Both D-Horse and D-Dog can be useful for this mission; the former to reach the prisoner quickly and the latter to spot the soldiers in the area.



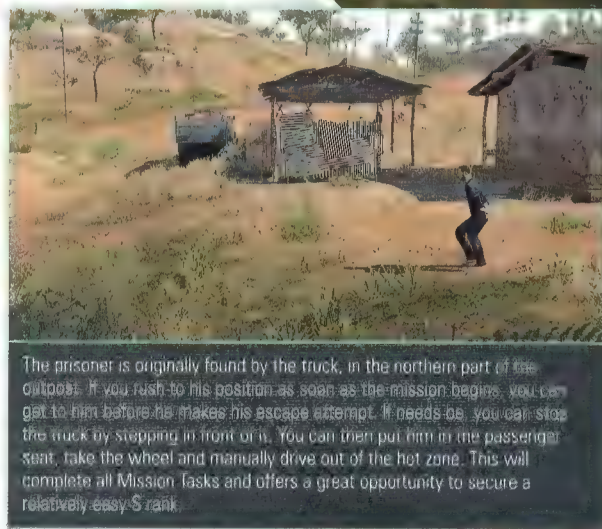
## Mission Area



## WALKTHROUGH

- 1 Sprint towards the northeast, either at the base of the hill or along the road higher on the hill.
- 2 Stop the prisoner before he leaves in the truck. Step in front of the truck to force him to brake if you arrive at the eleventh hour. Transfer him to the passenger seat and take the wheel.
- 3 You can now drive out of the mission area by land. Simply follow the road towards the north for a ridiculously quick conclusion.
- 4 If you arrive too late or fail to stop the prisoner, he will crash the truck and end up in a dangerous position to the west. Rush to him and call the chopper for an aerial extraction and potential fire support.

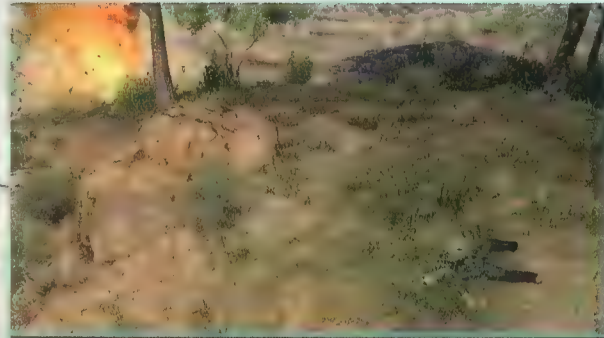
**S Rank Notes:** Rush to the prisoner, put him in the truck's passenger seat, and drive out of the hot zone.



The prisoner is originally found by the truck, in the northern part of the outpost. If you rush to his position as soon as the mission begins, you can get to him before he makes his escape attempt. If needed, you can stop the truck by stepping in front of it. You can then put him in the passenger seat, take the wheel and manually drive out of the hot zone. This will complete all Mission Tasks and offers a great opportunity to secure a relatively easy S rank.



WALKTHROUGH



If the prisoner has the time to escape, he crashes his truck here, causing an explosion that will draw the attention of all soldiers in the area. You will need to rush over to rescue him before he is found.

If you are leaving the hot zone by land, this exfiltration point is a short distance from the prisoner's original position – enabling you to complete the mission in record time.

MISSION 25-27

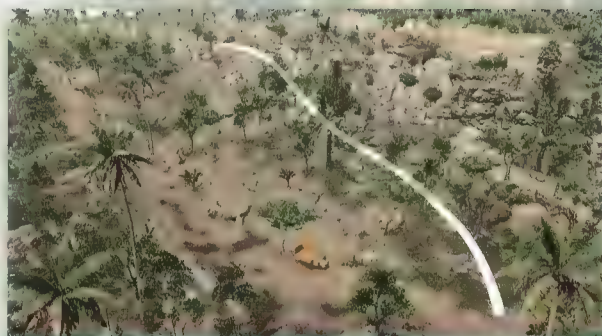


During your initial approach, staying on the road to the east of the outpost will give you a commanding view of the entire area, from which you can potentially mark every single soldier in the outpost.



# [!] MISSION 28: "CODE TALKER"

MISSION OVERVIEW			
	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Make contact with Code Talker.	Mandatory	Automatically completed after a cutscene.
II	Extract Code Talker.	Mandatory	Fulton extraction impossible.
III	Extract Code Talker without him taking damage.	Optional	
IV	Eliminate the Skulls.	Optional	Defeating one Skull fulfills this condition.
V	Extract the Skulls.	Optional	Only possible on a later playthrough, after Code Talker has joined you. Extracting one Skull fulfills this condition.
VI	Extract the armored vehicle sealing off Lufwa Valley.	Optional	Requires the Cargo 2 Fulton upgrade.



You can also extract Code Talker by going up the hill to the northwest of the mansion to reach a closer landing zone – but this is certainly not the easiest way to depart. The hill is teeming with soldiers, so you will need to crouch-walk slowly and cautiously. Simply follow the northern cliff at all times, pausing whenever necessary. Having DD or Duet with you here can be extremely useful to locate unseen guards. If a soldier catches a glimpse of you, retreat behind rocks by the closest waterfall, or keep moving forward if there are obstacles between you and the suspicious enemy. When you cross the river, you can safely sprint to the border of the mission area to end the mission. Don't be too hasty to call a helicopter: the nearby armored vehicle can destroy it instantly. Either Fulton recover this threat (which will complete the related Mission Task), or leave the hot zone on land by heading west.

## Notes

- **First Playthrough:** This is a long and very intense mission. Be sure to have a clear hour to enjoy it properly! Mission Task V cannot be completed until you acquire the ability to extract Skulls a little later in the story.
- Pack your best sniper rifle before you begin, and double-check for potential upgrades in advance. You should also pick Quiet as your Buddy: she's invaluable here.

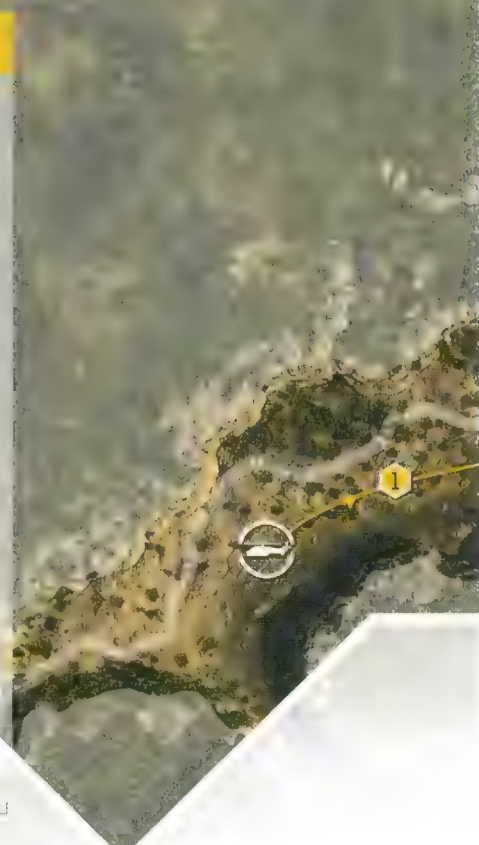
This is where the armored vehicle required to complete a Mission Task is found; in accordance with your actions and the current alert status it may move closer to the mansion. If you stealthily go up the hill alongside the north cliff wall, you can approach it from behind to perform a surprise Fulton recovery.



## WALKTHROUGH

- 1 Follow the river to the northeast until a cutscene is triggered.
- 2 When the Skulls ambush you, you have two options: defeat them, or make a break for the waypoint, weaving in and out of cover to avoid incoming bullets. We strongly recommend that you opt for the first choice for an authentic experience on a first playthrough. See overleaf for details.
- 3 Make your approach to the mansion by crouch-walking along the rock wall to your left at all times.
- 4 Enter the mansion via its back entrance, and take the small corridor to your left when you enter.
- 5 Go through the door and follow the stairs down to the basement where you will find Code Talker.
- 6 You now need to exfiltrate with Code Talker, either by retracing your steps down to the valley and calling a helicopter, or by leaving the mission area on foot by going up the hill to the northwest of the mansion. The valley option is easier on a first playthrough. Walk alongside the cliff at all times; you can later bypass the dangerous bridge by taking the alternative route behind the waterfall.

**S Rank Notes:** To secure an S rating, defeat three of the four Skulls in the initial battle, then leave the fourth behind. You should then reach Code Talker without being detected. When you leave, the remaining Skull will usually take up position to defend the northern escape route. Avoid this battle by retracing your steps back to the jungle, sprinting past puppet soldiers and calling for a helicopter extraction during the journey. A time of approximately 20 minutes (ideally less) and the boost offered by a Perfect Stealth/No Kills bonus should provide the required rating.





## Mission Area

A blueprint can be found inside the mansion, on a small cabinet in the library.

If you defeat three of the four Skulls in the initial battle, deliberately leaving the fourth behind, the remaining Skull will usually take up position here to defend the northern escape route after you've rescued Code Talker. Retrace your steps through the jungle instead to avoid the confrontation and you can easily exfiltrate the hot zone by calling for a helicopter extraction.

The mansion has a rear door on its north side, with guards that you should be able to neutralize without incident. Once through that entrance, take the small corridor to your left and go through the door, then down the stairs beyond, to eventually reach Code Talker.

Code Talker is found in the mansion's basement, which is most easily accessed via the building's rear entrance. Other than dealing with soldiers who might pose an immediate threat (such as those at the back door), there is no point in dealing with other forces in the area: they are automatically replaced by an entirely different set of adversaries halfway through the mission.

WALKTHROUGH

MISSION 28-30

A boss battle occurs when you reach Lufwa Valley. There are many ways to deal with your opponents, which we detail overleaf. On a subsequent playthrough, make sure that you Fulton extract at least one of the Skulls to complete the related Mission Task. If you do not defeat your enemies in the valley, they will attack you again as you attempt to exfiltrate the area – which completely changes the challenge that you face as you attempt to leave with Code Talker over your shoulder.

If you choose to extract Code Talker via the valley route to the south (broadly retracing your steps), crouch-walk along the western cliff at all times, moving slowly and cautiously, pausing whenever enemy movements pose a threat. Having DD with you can be a great help to avoid sudden surprises, but only Quiet has the ability to potentially make truly decisive interventions. You can bypass the most dangerous point on this escape route entirely (the wooden bridge) by walking beneath the large waterfall, staying very close to the cliff to avoid falling. If at any point you face a step that you cannot climb while carrying Code Talker, don't forget that you can throw him onto an adjacent surface using **R2/LT**, then pick him up again.



## [❖] MISSION 28: "CODE TALKER" [CONTINUED]



### THE SKULLS

This boss battle is very similar to the one against Quiet, with a few differences that make it rather more challenging.

Firstly, you're not fighting a single expert sniper, but four. With each bullet causing heavy damage, you won't survive for more than a few seconds if you are caught in a crossfire.

Secondly, the Skulls do not have a blatant "tell" like Quiet: you can't just listen for tuneful humming to determine their locations.

Thirdly, the Skulls tend to move to unpredictable positions after leaving a vantage point, and it's far harder to track their motions in this varied terrain.

On the other hand, you face this challenge with far more advanced equipment if you have been making steady progress in the Mother Base management metagame. New or upgraded weapons will cause much more damage per shot.

**Remaining Undetected:** When the battle begins, the Skulls do not know where you are. If you do not give them the opportunity to properly detect you by moving stealthily and remaining behind cover at practically all times, this can prove immensely advantageous. Whenever you inch out of cover and notice the white arc of circle that shows that a Skull is on the verge of noticing you and opening fire, immediately go prone or move back to cover. If you need to change spot, move slowly and lower your stance. You can even toss smoke grenades to conceal your movements. This will enable you to flank your opponents and adjust clean sniper rifle headshots [01]. Learning to remain undetected is the key to winning this battle without difficulty.

**Enemy Attack Pattern:** Each Skull behaves almost exactly as Quiet did. They position themselves at vantage points and wait for you to enter their line of sight. When they see you, a white detection indicator appears on your screen [02], which reveals how imminent







WALKTHROUGH

the shot is – but also the approximate direction of the foe in question. The moment you see this, adjust your position or quick dive towards cover. You are safe only when the indicator disappears.

**Locating & Marking Enemies:** This is one of the most critical aspects of this battle: you need to be able to locate your targets to hit them. Marked targets are also significantly easier to monitor when you or they are on the move. The best way to locate the Skulls is to follow their telltale laser markers [03]. If you cannot see these, try emerging from cover briefly to encourage your opponents to target you, then intuit their approximate position by paying attention to the detection indicator. If a Skull is within range, you can also count on DD or Quiet to flag their presence.

**Take It Slow:** Where possible, deal with each Skull member one at a time. If you remain in your starting position at the beginning of the battle, you can eliminate the first two Skulls one after the other. Once they're down, move further up the valley until you reach the other pair, but again choose a position where you can ideally focus on a single Skull at once.

**Enemy Movements:** Every time you hit a Skull, she will head to a different sniping point. Track her with the binoculars until she activates her stealth camo and vanishes. At this point, you will need to look for her in the surrounding area. If you can't find her, use the methods described above: the laser beam, or inching out of cover for a split second.

**Quiet:** If you bring along Quiet as a Buddy for this battle, she can be extremely useful – not merely because she can target and inflict considerable damage on the Skulls, but more importantly because she will actually locate them for you. Choose to redeploy Quiet in her "Attack" mode via the Buddy menu, and select a position that overlooks the positions currently favored by your enemies. Quiet will then provide a temporary marking for any adversaries that she spots.

**Performance-Enhancing Drugs:** There are two types of pills that you can take to enhance Big Boss's performance in this fight. Noctocyanin will enable you to see an intermittent outline of your foes, even if you haven't marked them – very useful to keep track of their movements [04]. Pentazemin will suppress hand tremors while you're aiming, which makes it easier to quickly land headshots before you return to cover.

**Close-Range Attacks:** These Skulls occasionally warp to your position and attack you at close range [05]. You can identify this in advance by the fact that they jump high into the sky, before falling close to you; there are also audio cues. When this happens, allow the Skull to attempt a melee attack and execute a lethal CQC counter by pressing (R2)/[LT] when the button prompt appears onscreen.

**Battle Outcomes:** There are two main outcomes for this battle: you can either defeat the Skulls or cross the Lufwa Valley without eliminating them. If you defeat all four, they will not reappear for the rest of the mission. If you run on to the mansion before defeating them all, the remaining Skulls will attack you again on your way out of the mansion, with all other enemies in the area transformed into the zombie-like puppet soldiers [06]. Defeating three of the four Skulls can provide you with a relatively clear escape path once you pick up Code Talker, with puppet soldiers less immediately dangerous than conventional soldiers. If you do so, a return via Lufwa Valley is generally best, as the remaining sniper usually favors the northern passage [07].

**Fulton Recovery:** On a subsequent playthrough, you can Fulton extract each Skull that you defeat. You will find all four of these lying on the ground in the jungle after the battle is over [08]. Incapacitating a Skull with nonlethal weapons is not required – the extraction is possible irrespective of how you neutralize them.

MISSION 28-30





# [❖] MISSION 29: "METALLIC ARCHAEA"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
Eliminate the Skulls.	Mandatory	Fulton recovering them counts too.
Extract Code Talker.	Mandatory	Simply load him in the chopper after the battle. He cannot be extracted beforehand.
Complete the mission without being grabbed by a puppet soldier.	Optional	
Extract the Skulls.	Optional	Only possible on a subsequent playthrough once this ability is unlocked. Extracting one Skull fulfills this condition.

In your starting position, you are surrounded by countless enemies. Sprint away as quickly as you can, ideally moving to a safe rooftop position, then turn around and try to mark all four Skulls. This will enable you to monitor their movements and health status gauges much more easily.



If you move to the rooftop connected to the main airport building, right by the anti-air radar on the north side, you will command an excellent vantage point. From here, you can snipe the Skulls at will while they are mostly unable to retaliate from the tarmac. Other than occasional fire-at-potshots, they are effectively harmless. You, on the other hand, can land headshot after headshot, which is particularly effective if you're equipped with a powerful sniper rifle that can punch through the Skulls' armor.

## Notes

- **First Playthrough:** Once you have defeated the Skulls, simply pick up Code Talker and escape with him in the helicopter that arrives.
- How you approach this battle is entirely up to you, but note that you will need weapons with high penetration and stopping power. For our recommended strategy, your most powerful sniper rifle or rocket launcher will be perfect.





WALKTHROUGH



The rooftop of the north hangar can be a great position to complete this fight, and it is only a few steps away from your starting position.



Code Talker lies on the ground, right by the downed chopper. Enemies will not attack him directly, but he can be caught in random explosions or attacks from puppet soldiers targeted at you – which is why it is vital to leave him behind and make a break for a better position. If he dies, the mission ends instantly.



Mission Area

MISSION 28-30

Nova Grange Airport

20 m



## [❖] MISSION 29: "METALLIC ARCHAEA" [CONTINUED]



### THE SKULLS

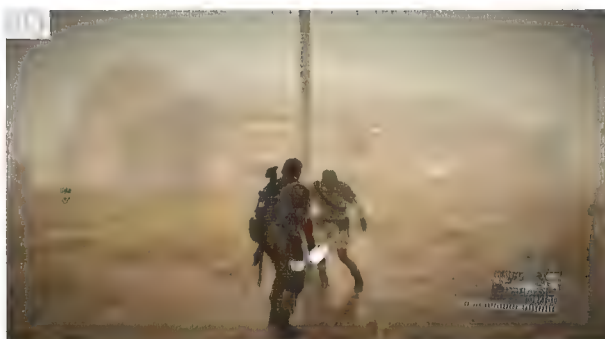
This boss battle takes place at Nova Braga Airport, a location you should be reasonably familiar with from your earlier visits. The key to defeating your enemies is to use a weapon with strong penetration to break their armor. Ideally, you should choose an elevated vantage point that enables you to fire without fear of ambushes.

#### Enemy Attacks

- Firearm:** The Skulls regularly use their firearms to shoot at you. Though individual bullets are not devastating, the damage soon adds up.
- Melee Attack:** At close range, the Skulls use a machete to strike you. Move away to avoid the attack, or counter it by facing them and pressing **R2/RT** when the button prompt appears onscreen.
- Rock Spike:** As during a previous encounter, they can also make a rock spike jut out from the ground, knocking Big Boss over [**01**]. When caught by this initial attack, stand up manually and sprint away. After a few seconds the spike blows up, causing severe damage. Always look out for signs that this attack is imminent.
- Boulder Throw:** Skulls can hurl huge boulders in your direction [**02**]. You can either dodge the projectile, or destroy it with any weapon. If you hit the Skull while he charges up the attack, the boulder will often explode.
- Charge:** When a Skull rushes in your direction, beware of powerful melee attacks. Quick dive away from this charge, or, if you feel confident, counter it by pressing **R2/RT** when the button prompt appears onscreen [**03**]. A successful counter will deplete the Skull's armor.
- Boulder Shield:** After sustaining damage, a Skull may summon a boulder to protect himself [**04**]. You can blow this up with explosives if you wish, or wait until they disappear.







WALKTHROUGH

## Strategy

**Puppet Soldiers:** The area where you begin this battle is swarming with puppet soldiers. These are slow, but their sheer numbers make it difficult to monitor them all. If they catch you at close range, they perform a frustrating melee attack that leaves you vulnerable to the Skulls. The best way to deal with these puppet soldiers is simple: leave them far behind at the very start of the mission. If one of them catches you by surprise, follow the onscreen button prompt to perform a counter [05].

**Mark the Skulls:** As usual, it's important that you mark all four Skulls early on. This will enable you to monitor both their movements and the status of their armor and health gauges.

**Armor & Penetration:** Armor is represented by a pink bar overlapping the standard red health status bar [06]. Until you have fully depleted a Skull's armor, you cannot make a dent on his health (red) and stamina (blue). Since each Skull will refill his armor mere seconds after you've emptied it, this means that you need to be fast and decisive when you deal damage. Armor can only be broken by weapons with high penetration values, which is why sniper rifles are arguably the best weapons throughout this encounter. At close range, you should use them without looking through the scope. For players who aren't confident with their marksmanship, a rocket launcher is a reasonable alternative.

**Vantage Point:** Since the action can be very chaotic, with the Skulls moving around at great speed, and proximity to the puppet soldiers being hazardous, it makes sense to retreat to a vantage point where no one can follow you. One low rooftop on the airport's main building, just opposite the anti-air radar, is an excellent choice. From the edge of this rooftop, you are almost completely safe, which enables you to pick off your opponents from above [07]. You can also use the rooftop of the north hangar, setting up position on the west side to encourage the Skulls to congregate in front of the perimeter wall below.

**Counter:** If you opt to engage the Skulls at ground level, it can be very efficient to encourage them to make melee attacks. If you counter this by pressing [R2]/[LT] when the button prompt appears onscreen, you will neutralize the victim for a few seconds. Fire continuously at the target with a powerful automatic weapon during this window of opportunity and you will kill them almost instantly.

**Quiet:** If you bring along Quiet with a powerful sniper rifle, she can be of tremendous service — even killing Skulls without your direct intervention. If required, manually order her to relocate to a better position via the Buddy menu. Note that her Guilty Butterfly rifle is a poor choice: its tranquilizer rounds cannot penetrate the armor of the Skulls.

**Fulton Recovering the Skulls:** On a subsequent playthrough, you can Fulton extract each Skull that you defeat [08]. It only takes a single extraction to complete the related Mission Task, but obtaining as many as you can will reward you with Armor Parasite items, and each captured specimen will appear on Mother Base's Quarantine Facility. Fulton recover immediately each one that you fell rather than waiting for all four to be down, as the Skulls will disappear rapidly once the mission ends. There is no need to use nonlethal weapons.

**S Rank Notes:** With Quiet as your Buddy, sprint to our suggested vantage point on the rooftop of the airport's main building and defeat the Skulls from there, making sure that you Fulton recover all of them for a massive score bonus.

MISSION 28-30





# [!] MISSION 30: "SKULL FACE"



## MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Make contact with Skull Face	Mandatory	Complete the first objective of the mission
II	Acquire information from Skull Face	Mandatory	Complete the second objective of the mission
III	Extract four Walker Gears	Optional	
IV	Obtain the cassette tape at OKB Zero	Optional	
V	Extract seven containers from OKB Zero	Optional	
VI	Extract three tanks from OKB Zero	Optional	

There are three tanks (🚗) that you need to extract to complete a Mission Task. Given the number of troops in the area, it can be difficult to Fulton recover them without drawing attention. If you intend to complete the objectives relating to extractions (III, V and VI), it's worthwhile to plunder **everything** – soldiers, hardware, collectibles – in one single session.

The seven containers (📦) required to fulfill a Mission Task are all deep in the base, where guards are particularly numerous. Realistically, you will need to silence all enemies in the vicinity before you extract them.

To extract the four Walker Gears (👤), you will first need to disable their pilots **but** without destroying the hardware itself. To achieve this, tranquilizers of any form (such as your default handgun or sleeping gas grenades) will suffice, and you can also grab and restrain the operators from behind with CQC. If things get a little hectic, a sniper rifle from a position of concealment will do the job. While bodies left in the open obviously cause a commotion, enemies will stroll past abandoned Walker Gears without a flicker of acknowledgement if there is no active Alert Status – so if you're operating quietly, don't feel obliged to extract them until you are ready.

## Notes

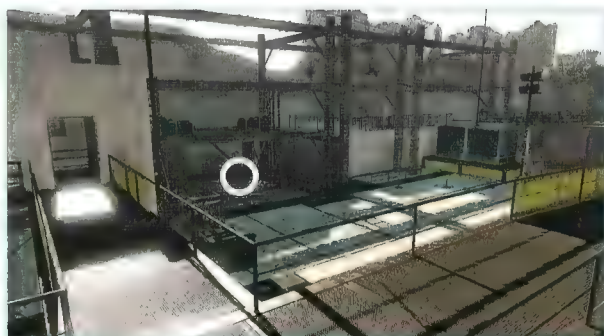
- **First Playthrough:** This mission is what you make of it. OKB Zero is a huge facility, packed with soldiers and military hardware, and will be completely unfamiliar on first arrival. Don't be intimidated: your only objective here is to reach the final waypoint marker (satisfying the conditions for Mission Tasks I and II). You can return to plunder this playground and complete optional objectives at a later date.
- On a first attempt, you might find the presence of DD handy to locate the many guards patrolling the base. Quiet is also useful, and can make her signature interventions in emergencies, but the lay of the land here doesn't always provide the clean sightlines that she thrives on.

## Mission Area



20 m

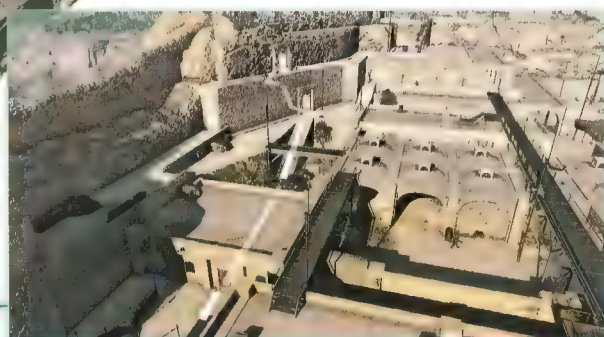




Just before you walk up to the helipad where Skull Face awaits, make a brief detour by the elevator to the south, where you will find the cassette tape required to fulfill the related Mission Task.



OKB Zero



If you choose the north path, you will have to go through the red door shown here. Exit the room on the other side, then go up the stairs and through the arch to emerge on the balcony above. This will leave you with only a short distance to cross to reach the final gate.



If you choose the north path, you will need to scale a wall crack and a ladder when you reach this area. Once at the top, continue forward through the archways.

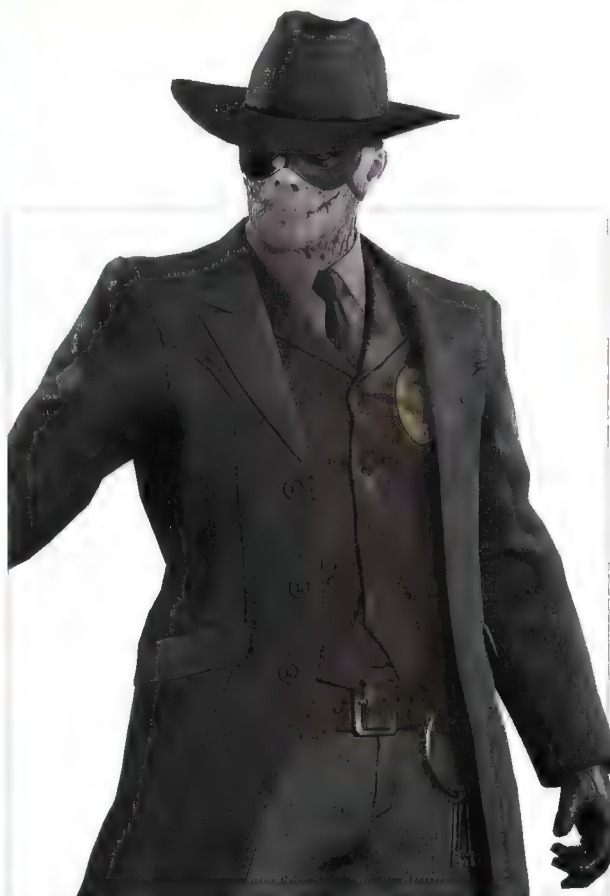


## WALKTHROUGH

WALKTHROUGH

- 1 Head towards the waypoint to the east until you reach OKB Zero. There are two viable ways to infiltrate the base.
- 2 The first option is to move along the south wall, going through the front gates. This is actually much easier than it seems. You will only find one or two troublesome guards on the way, and you can potentially reach Skull Face without firing a single shot.
- 3 The second option is to move along the north wall. This will involve some climbing, including a wall crack, not to mention a couple of interior sections, but again it's a pretty smooth ride if you are cautious – and crawling or crouch-walking – at all times.
- 4 Go up the steel staircase until you reach the helicopter. Once the cutscene begins, settle in to enjoy the show: you won't want to miss this lengthy cinematic.

**S Rank Notes:** The best way to get an S rating in this mission is to be fast without ever being detected. Equip the Sneaking Suit as well as a nonlethal sniper rifle. When aiming at armored soldiers, fire at the parts of their bodies that a dart can reasonably be expected to penetrate. Even if their heads and torsos are covered in garb that looks as if it might stop anything short of a direct meteor strike, further scrutiny will usually reveal legs clad in nothing more than cloth, or exposed arms. Fire multiple darts in succession if you can't land a headshot. Silence only the soldiers directly in your path, and be sure to skip the closing cutscenes to save a lot of time.



MISSION 28-30



# MISSION 31: "SAHELANTHROPUS"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
Destroy Sahelanthropus.	Mandatory	Bring a rocket launcher.
Destroy the head of Sahelanthropus.	Optional	
Successfully hit the floating boy with an attack.	Optional	Can only be achieved during a special attack performed by Sahelanthropus when its health is low.

## Notes

- **First Playthrough:** This mission consists of a single epic boss battle. On a first successful attempt, your performance is almost certainly going to be ragged and desperate. Don't worry; survival and advancing the story are your only concerns. Later, with experience and a whole host of new toys supplied by the R&D Team at Mother Base, defeating Sahelanthropus is only marginally more taxing than kicking a tin can along a street against a prevailing breeze.
- Equip your most powerful rocket launcher on the Sortie Prep screen before you set off. As you'll be fighting a huge target, raw damage potential is the consideration that really matters. You should also bring your best assault rifle, which you will use to destroy projectiles.



## SAHELANTHROPUS

This boss battle takes place outside Serak Power Plant. Some may initially suspect that using the various armored vehicles and tanks in the area will be to their advantage, but this really isn't the case. They are so slow to maneuver that they are essentially metal tombs, and any brief bonus of "free" firepower does not make the risk worthwhile. Stay on foot, where you can at least benefit from Big Boss's nimble footwork and ability to take refuge behind cover. With regular calls for supply drops, your chosen rocket launcher will provide sufficient firepower to end this battle.

## Enemy Attacks

- **Machine Gun:** Though not the most powerful attack, there is no foreshadowing for machine gun bursts or barrages. Always keep Sahelanthropus in sight and move sideways to escape the threat.
- **Flamethrower:** This attack is only dangerous at close range; a rebuke for the overconfident or unwary who linger within its reach. Maintain a safe distance to avoid it [01].
- **Homing Missiles:** Sahelanthropus fires four missiles that automatically home in on you. You can try to sprint away or hide behind a solid surface, but this isn't always possible. Sometimes, it's better to just calmly destroy each missile with an assault rifle or a submachine gun [02]. A single bullet is enough to cause them to detonate. Alternatively, hiding beneath or behind Sahelanthropus, after running between his legs, is a daring way to gain brief respite.
- **Pods:** The Metal Gear releases four pods [03] which, after a few seconds, turn into very powerful homing missiles. If you have a backup chopper in the vicinity, the pods will prioritize it and usually destroy it instantly. Your best option is to quickly eliminate each pod with any automatic weapon.
- **Whip Saber:** Sahelanthropus thrusts his saber into the ground, causing series of rock spikes to emerge in your direction, knocking Big Boss from his feet and exploding after a few seconds. This is a very dangerous attack, which you should avoid by sprinting away continuously — only stopping once the final spike has appeared [04]. If you are surrounded by a circle of rock spikes, blow one up with an automatic weapon to create an exit and then make your escape.
- **Red Mist:** Your opponent releases a red mist that drastically lowers visibility. Activate your night vision goggles to counter this.
- **Laser:** In the later stages of the fight, Sahelanthropus uses one of his most powerful techniques — a laser beam [05]. Thankfully, this attack is telegraphed by the use of a red targeting laser — a cue to find cover, and fast. This beam itself cuts through most surfaces, so either seek solid rock for a refuge, or move out of its range.
- **Floating Boy Dash:** When his health status gauge is almost completely depleted, Sahelanthropus occasionally charges at you with the floating boy situated ahead of him. This is an easy move to counter, as time slows during the animation. Equip your automatic weapon and aim exclusively at the floating boy [06]. After a direct hit, Sahelanthropus will be incapacitated for a few seconds, leaving his head completely exposed. If you have yet to destroy the head (which completes an optional Mission Task), you can target it now and land two shots before the Metal Gear recovers.





WALKTHROUGH

## Strategy

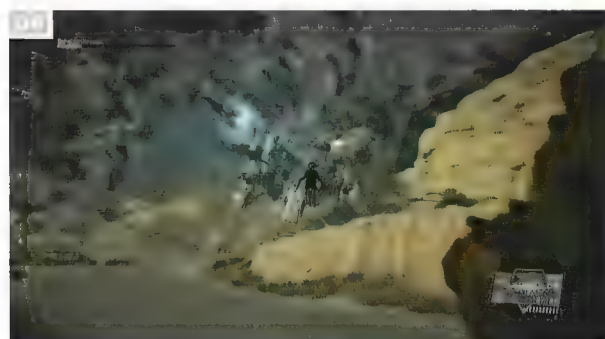
There are three pieces of essential equipment in this battle: a rocket launcher to attack Sahelanthropus, an automatic weapon (ideally an assault rifle, possibly with a submachine gun as backup) to destroy homing missiles and fire at the floating boy, and night vision goggles to negate the intended effect of the red mist when it appears.

As a rule, don't try to move too far away from Sahelanthropus. Your colossal adversary will just follow you anyway, and there are benefits to remaining relatively close, particularly as your rockets need time to hit their target. When you fire from long distances, your opponent has ample opportunity to move before they arrive. Staying close also means that you can sprint through the legs of Sahelanthropus to force him to turn, and to avoid certain attacks (particularly homing missiles).

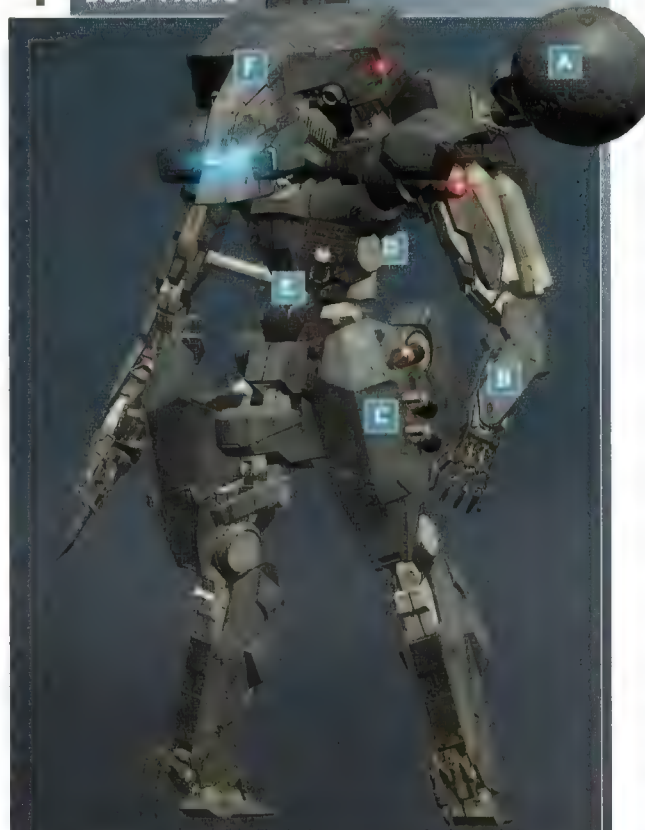
Your strategy is simple: fire constantly at the Metal Gear's "stomach", making occasional shots at its head when possible to complete the related Mission Task. Whenever your foe unleashes the saber attack, stay in motion at all times. When he fires homing rockets, make a quick switch to your assault rifle to pop them immediately.

The most important consideration is how you manage your ammunition supplies. On a first attempt, you will probably have a relatively weak rocket launcher (by late-game standards), which will necessitate many hits before Sahelanthropus falls. To avoid a situation where you run out of rockets, always plan ahead. Every time you have no fewer than three rockets remaining, call in a supply drop in advance, and ensure that you keep your opponent clear of the drop position prior to its arrival.

Finally, try to keep Sahelanthropus in your line of sight. Unless you need to be behind cover to heal injuries, it's always best to see what the Metal Gear is doing to be able to respond with an appropriate action. With a little experience, you will learn to identify his moves and proclivities – which will enable you to be at least a half-step ahead of your foe in the later stages of the battle.



## BODY PARTS



The body of Sahelanthropus features distinct individual components, each with their own unique health status gauges. There are very distinct benefits to be had if you target and destroy specific body parts:

- A Radome:** Destroying this heavily reduces the accuracy of homing missiles.
- B Arm (x2):** Damaging the arms extends the charge time of the saber attack.
- C Thigh (x2):** Wrecking these reduces the number of homing missiles fired.
- D Compressors (x4):** Destroying these causes severe damage to Sahelanthropus.
- E Weak Point:** Fire missiles at the Metal Gear's weak point when it is exposed to cause massive damage.
- F Head:** Destroying the head completes the related Mission Task.

MISSION 31-33



# [!] MISSION 32: "TO KNOW TOO MUCH"

## MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Extract the CIA agent.	Mandatory	Fulton extraction possible.
II	Extract the CIA agent before his discovery by the research team.	Optional	Requires you to rush to the agent's position.
III	Extract four search team soldiers.	Optional	Requires you to take them out of their Walker Gears.
IV	Extract the driver of the transport vehicle.	Optional	Fulton extraction possible.
V	Extract two prisoners held in Shago Village and Lamar Khaate Palace.	Optional	Fulton extraction possible.
VI	Extract the Soviet soldier planning to execute the CIA agent.	Optional	Fulton extraction possible.

If you allow the CIA agent to be captured and transported to Lamar Khaate Palace, the Soviet soldier sent to execute him arrives from the north, following the path shown here. Try to intercept him before he makes it to the Palace to complete the related Mission Task.



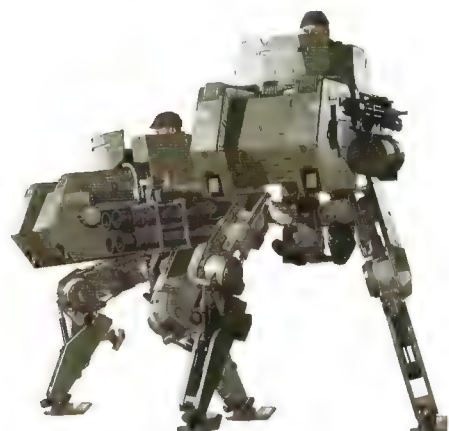
## Notes

- **First Playthrough:** Realistically, this mission requires at least two separate playthroughs to complete its Mission Tasks. On a first attempt, follow our instructions to complete I and II immediately. You can then ambush the research team to complete III and then leave the area. On a second attempt, allow the CIA agent to be captured to play out the "full" mission and complete the remaining Mission Tasks.
- Choose D-Horse as your Buddy for the opening section of this mission, as this will enable you to reach the CIA agent before he is found by the research team. With this task accomplished, you may wish to call on the services of Quiet or DD to help with remaining Mission Tasks.

## WALKTHROUGH

- 1 From your starting point, rush to the CIA agent's position to the northwest.
- 2 If you make it before the search team soldiers find him, you are free to extract him easily without encountering any resistance. You can then leave the hot zone to end the mission, or complete optional Mission Tasks if you are so inclined.

**S Rank Notes:** Gallop at full speed to the CIA agent, avoiding all enemy contact on the way, and extract him before the search team arrives. Gallop out of the hot zone for an easy S rating.



If you rush to the CIA agent's position on horseback after the mission begins, you can Fulton recover him before the search team soldiers — mounted on Walker Gears — can find him, avoiding a challenging fight.



A prisoner lies inside the main building at Shago Village. To extract him without causing a commotion, carry him out of the village via the nearby north exit, then Fulton extract him once you have moved to a safe distance. If you also rescue the prisoner from Lamar Khaate Palace, you will complete the related Mission Task.



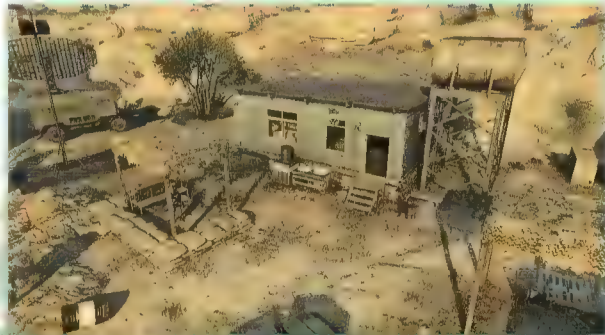
## Mission Area



If you rescue the CIA agent before he is found by the research team, the driver who would have received orders to collect and transport him remains in his four-wheel drive in the position shown here.



A prisoner is being held in this building, to the north of the Palace, behind a locked door. You need to Fulton extract both him and the prisoner from Shaga Village to complete the related Mission Task.



If you fail to rescue the CIA agent before the research team finds him, they will call HQ. After a short delay, the agent will be transported in a four-wheel drive to the heavily defended Lomar Khaate Palace, in the position shown here. A few minutes later, a Soviet soldier will be sent to execute the CIA agent, so you need to extract him quickly. Open conflict is unlikely to end well, so approach from the north and try to Fulton recover the primary target before his executioner arrives.

To complete the Mission Task requiring you to extract all four search team soldiers, you need to incapacitate them while they are aboard their Walker Gears. The best way is to pick off each target with a sniper rifle armed with tranquilizer darts (and ideally equipped with a suppressor). If you set Quiet up at an appropriate vantage point with her Gully Butterfly rifle, the resulting crossfire will cause confusion and indecision. Don't worry about headshots: just aim for exposed body parts. Once all four have been tranquilized, you can Fulton recover both the soldiers and their Walker Gears.

WALKTHROUGH

MISSION 31-33

200 m



# [!] MISSION 33: “[SUBSISTENCE] C2W”

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Identify the comms equipment at the Eastern Communications Post.	Optional	Focus on all three antennas through the binoculars.
II Destroy the comms equipment at the Eastern Communications Post.	Mandatory*	Requires explosives or the chopper's gatling gun.
III Secure the rough diamonds hidden near the Eastern Communications Post.	Optional	Found at the end of a dirt path.
IV Destroy the transmitter at the Eastern Communications Post.	Mandatory*	Can be achieved with explosives or any suitable firearm.
V Extract two prisoners held at Wialo Village.	Optional	Both have to be carried outside to be Fulton recovered.
VI Extract the materials container from the Eastern Communications Post.	Optional	

\* Completing one of the two mandatory objectives makes the other optional.

## Notes

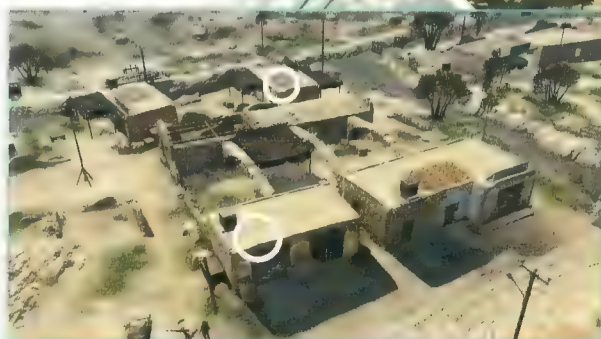
- **First Playthrough:** This is your debut mission in “Subsistence” mode. The objectives are identical to the original C2W assignment, but you replay it with a special new ruleset. Other than the binoculars and Fulton devices, you cannot take any equipment with you. There is no Buddy, no helicopter support, no supply drops. On-site procurement is your only option, with enemies being very well-armed and armored, not to mention extremely vigilant and aggressive.

## WALKTHROUGH

- 1 If you simply wish to complete the mission, refer to the “S Rank Notes”. Otherwise, it makes sense to complete all Mission Tasks in a single visit. Start by heading towards the waypoint to the northeast.
- 2 Take the dirt path to the south of the Eastern Communications Post.
- 3 Pick up the rough diamonds on your way, then mark all soldiers and identify all three antennas from your vantage point. You should then isolate and incapacitate each soldier in turn with CQC, carrying them to a safe distance for Fulton extraction. Once all guards have been removed, attend to the Mission Tasks at the Eastern Communications Post. Afterwards, travel to Wialo Village and extract the two prisoners to secure 100% mission completion.

**S Rank Notes:** Select the landing zone inside the base when you deploy, and destroy all three antennas with the chopper's side-mounted gatling gun on arrival. The chopper will depart when the third antenna is destroyed. This enables you to complete the mission in little more than a minute.

## Mission Area



This is where the two prisoners are detained in Wialo Village. Fulton recovering them will fulfill the requirements of the related Mission Task. There are few guards in the area, so rescuing both targets stealthily isn't particularly difficult if you are cautious. Once you have a prisoner on your shoulder, move to a safe distance on the hill to the south to Fulton recover him before you recover the second.



WALKTHROUGH



To complete your main objective, you need to blow up either the three antennas with explosives that you obtain from local soldiers (though a mortar turret can work too), or destroy the radio transmitter inside the building. Don't forget to mark the antennas before you destroy them to complete the related Mission Task. Three soldiers carry rocket launchers, each providing a single missile once collected, which you can use to blow up all three antennas. One soldier also has grenades, which work just as well. The best way to complete all objectives at the base is to pick off the guards one by one, carrying each victim to a safe distance to Fulton extract them every time (periods of unconsciousness are shorter on Subsistence). Once the local hostiles have been dealt with, you can attend to Mission Tasks at your leisure.



If you have yet to do so, destroy the local anti-air radar dish to unlock a new landing zone. You don't have to (and nor should you) do this during the mission; a quick free roam visit or a replay of the original C2W will be fine. Once you blew it up, you can select the landing zone directly inside the base before you begin the mission. Man the chopper's gatling gun before you arrive, then open fire and destroy the three antennas once they are within range. Feel free to eliminate the troops below (particularly those armed with rocket launchers), but don't focus on them exclusively; the sooner you destroy the three pieces of mission-critical equipment, the sooner the chopper can leave the area. This will secure you an S rank without ever setting foot on land. Naturally, this is easier if you have researched upgrades for Mother Base's fleet of support helicopters, particularly the Applique Armor ones that improve their durability.



Eastern Communications Post

Extract these containers to complete the corresponding Mission Task

MISSION 31-33



The rough diamonds required to fulfill a Mission Task are found here, on the mountain path at the back of the Eastern Communications Post, in a small recess in the rock wall. This mountain path leads to a cliff that offers an excellent vantage point above the Eastern Communications Post.

200 m



# [!] MISSION 34: "[EXTREME] BACKUP, BACK DOWN"

MISSION OVERVIEW			
	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Eliminate an armored vehicle.	Mandatory	Extracting them also counts.
II	Eliminate multiple fighting vehicles or gunships.	Optional	It takes two vehicles to fulfill this condition.
III	Eliminate all armored vehicles without receiving a resupply or fire support.	Optional	This only applies to the first seven vehicles.
IV	Secure a weapon carried by a transport truck.	Optional	You don't have to destroy the truck itself; securing the weapon it carries enough.
V	Extract an armored vehicle.	Optional	
VI	Extract the four soldiers searching for the escaped prisoner.	Optional	The squad is found in the south canyon.
VII	Extract six prisoners.	Optional	
VIII	Extract three tanks.	Optional	

There are three locations where you can find rocket launcher ammo in the hot zone, in two guard posts, and in the truck parked outside Yakho Oboo Supply Outpost. Picking these up will make it easier to accomplish goals without supply drops, and therefore to complete the related Mission Task (III).



The road to the north of Yakho Oboo Supply Outpost is the ideal choice for ambushes, as almost all relevant vehicles converge or pass by this choke point, leaving you free to set up ambushes in advance. How you engineer these attacks is entirely at your discretion: mines, C4 and rocket launcher assaults are all valid strategies, and you can pack a grenade launcher for the less durable targets – or shoot out tires with an automatic rifle and eliminate the occupants as they emerge. For a nonlethal (and profitable) resolution, use D-Horse to block the road, then sneak behind vehicles to Fulton extract them.



Four soldiers search for an escaped prisoner in the canyon to the south of the mission area. If you want to complete the related Mission Task (VI), you need to extract them all. This is not particularly difficult in itself, but you will also need to do so before they find and execute the prisoner escaping further down that canyon if you want to complete the optional objective relating to the prisoners (VII).

Yakho Oboo Supply Outpost

Lonin's Ninja Palace

200 m



The six prisoners(▼) you need to extract to complete the related Mission Task are found in the following locations

- One in a hut outside Lamar Khaate Palace.
- One on the dunes to the east of Lamar Khaate Palace.
- One in the canyon to the east of Lamar Khaate Palace, with soldiers in pursuit who will kill him unless you rescue him quickly.
- One close to the river to the north of Lamar Khaate Palace.
- One in the underground cell at Wakh Sind Barracks.
- One transported in a four-wheel drive from the south to the east (see Wakh Sind Barracks).



Mission Area

## Notes

- **First Playthrough:** As was the case with your first experience of "Backup, Back Down", you only need destroy a single armored vehicle, wait out the timer and then leave the hot zone to complete this mission. The overall challenge, then, is determined by your level of ambition.
- This is your first mission in "Extreme" mode. Enemies are more vigilant, far more aggressive, quicker to regain consciousness, and you do not have the fallback of Reflex Mode: detection is instantaneous. You will also sustain greater damage from attacks.
- This mission does not have any checkpoints. If you die or restart, you go back to the very beginning.
- There are three possible start positions for this mission. The one to the north is closest to the best location for ambushes.
- Do not attempt to complete all Mission Tasks in a single playthrough: "Backup, Back Down" is clearly built for multiple attempts. For example, if you destroy one armored vehicle at the start, you can then focus exclusively on rescuing the prisoners. With that task accomplished, wait for the timer to expire.
- If you have been making steady progress in the Mother Base management metagame, you should have far more advanced equipment at your disposal than last time. A powerful rocket launcher is a must if you want to blow up enemy armored vehicles quickly. Conserve ammunition by learning to recognize the signs that a target has been disabled: these smoking wrecks will automatically explode (after a variable period of time) without further intervention.



## WALKTHROUGH

- The vehicles that you must destroy appear in the order shown on our map (from **A** to **G**), all heading north.
- Position yourself on the road to the northeast of Yakho Oboo Supply Outpost and intercept each vehicle as it comes to you. If you wish to extract them rather than destroy them, block the road with D-Horse and then sneak behind them for an easy Fulton recovery. Planting electromagnetic net mines can also serve the same purpose (or you could plant them further along the road as a contingency plan). You can repeat this for all vehicles, which will enable you to complete multiple Mission Tasks in a single attempt (especially if you also grab the CGM 25 rocket launcher transported by the transport truck and complete the mission without ordering a supply drop or fire support).
- You can use the same trick with the three vehicles that are sent in reinforcement at the end of the mission. The gunship is the only craft that you have to destroy, but doing so is easy with the CGM 25 rocket launcher that you can appropriate prior to its arrival.

**S Rank Notes:** Being fast is not a consideration in this mission. The most important objective is to eliminate or Fulton extract as many vehicles as possible. If you Fulton extract them, you will get the additional bonus for not receiving supply drops, so this is by far the best option.

WALKTHROUGH

MISSION 34-36



# [!] MISSION 35: "CURSED LEGACY"

MISSION OVERVIEW			
	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Extract two containers.	Mandatory	Requires the Cargo 2 Fulton upgrade.
II	Complete the mission by riding a Fulton extracted container out of the hot zone.	Optional	Can be achieved by Fulton recovering the second container while standing on it.
III	Complete the mission without the enemy noticing.	Optional	Not a single soldier must see the extraction process, or notice that a container is missing.
IV	Pinpoint the soldier's location from an intel file.	Optional	There are two intel files, but you only need to interact with one.
V	Interact with the intel file or Zero that is guarding the mansion.	Optional	He is found inside the mansion, so you'll need to carry him outside before you Fulton recover him.
VI	Recover the rough diamonds snatched by the common raven near Lufwa Valley, NW Guard Post.	Optional	Found on a plateau, west of the mansion, with aggressive animals in the vicinity.



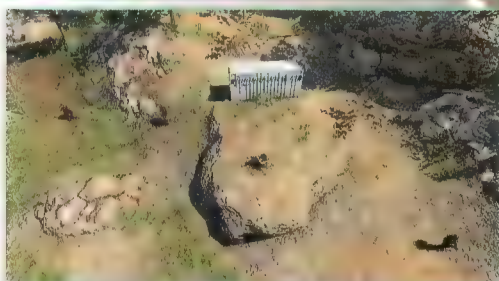
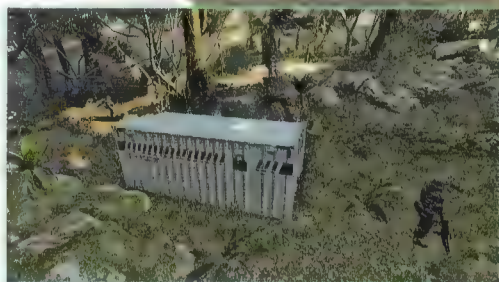
## Notes

- **First Playthrough:** Concentrate on Mission Tasks I, II and III on your first attempt.
- You have a limited time to extract the two containers. Once the enemy choppers are on their way to collect them, the time remaining appears directly on your screen.

## WALKTHROUGH

- 1 Pick the southern landing zone. On arrival, head northeast until you enter the jungle.
- 2 Quietly silence the three soldiers guarding the first container. These are usually fully armored, so they will resist most weapons. Even explosions do not kill them instantly. To avoid raising the alert, the best solution is to lure them away one by one and take them down with CQC. Sleeping gas grenades and sleeping gas mines are also effective here. Once the coast is clear, extract the soldiers and the container itself, then head east.
- 3 Cross the southernmost wooden bridge to avoid most of the soldiers in the jungle.
- 4 The second container is also guarded by three fully armored soldiers. Proceed just as with the first one, but climb onto the container before you extract it. Hold **△/Y** until the extraction process is complete, and Big Boss will successfully hitch a ride. If no one noticed the extraction or the disappearance of either container, you will successfully complete three Mission Tasks at once.

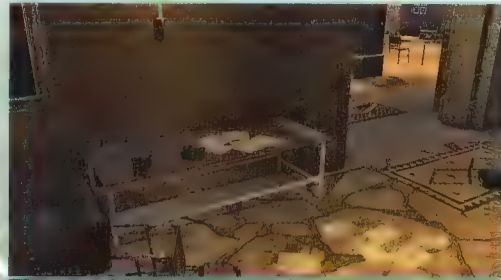
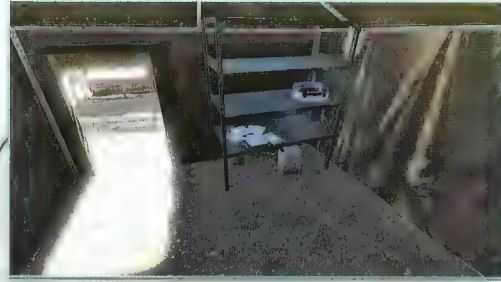
**S Rank Notes:** Speed and stealth are mandatory. Choose the southern starting point, incapacitate both groups of armored soldiers with a combination of CQC and smoke, stun or sleep grenades, then leave the hot zone by riding the second container during the Fulton extraction.



Both containers are guarded by three armored soldiers, which means that you have six tough targets to neutralize in order to satisfy the mandatory objective. Their equipment makes lethal force dangerous, and tranquilizer rounds broadly ineffectual. To silence the two groups of soldiers without arousing anyone's suspicion, use of lures (such as Decoys) with CQC ambushes works well, though sleep grenades and sleep gas mines can also do the trick. To complete Mission Task II, stand on top of the second container (after recovering the first) and hold the Fulton extraction button down without releasing it.



WALKTHROUGH



There are two intel files on the map. The first one is found inside the tent by the large waterfall. The second is inside the mansion, in the very first room when you enter via the front door.



Mission Area

MISSION 34-36

The commander of the Zero Risk Security force guarding the mansion is usually situated inside the building, in the same room where the intel file is located. His red beret makes him easy to identify. Fulton extract him to complete the related Mission Task.



# [!] MISSION 36: "[TOTAL STEALTH] FOOTPRINTS OF PHANTOMS"

MISSION OVERVIEW			
	[ Mission Tasks ]	[ Type ]	[ Details ]
1	Eliminate all Walker Gears.	Mandatory	Requires explosives, unless you Fulton recover them.
2	Extract two prisoners held at Ditadi Abandoned Village.	Optional	Fulton extraction possible.
3	Extract a Walker Gear.	Optional	
4	Pick a Digitalis (Luteal) plant at Ditadi Abandoned Village.	Optional	A medicinal plant collectible.
5	Extract a truck at Ditadi Abandoned Village.	Optional	

## Notes

- **First Playthrough:** This is your debut "Total Stealth" mission, which disables Reflex Mode and elevates detection to a Game Over condition – and an immediate return to the previous checkpoint. Alert Status and guard suspicion are fine: it is only outright detection that will cause failure.
- Due to the sheer number of guards in the area, an approach where you systematically neutralize everyone with tranquilizers or CQC is the most efficient way to complete all Mission Tasks at once. This is a delicate process that takes both time and patience. If you are an accomplished sniper and bring Quiet along with her Guilty Butterfly, you can incapacitate most of the troops from distance before you risk a close approach.
- Don't forget that you can leave the village area (without departing the hot zone) to trigger a checkpoint: look for the onscreen indicator and messages from Mother Base that accompany this event.



## WALKTHROUGH

- 1 From the landing zone, head east.
- 2 The four Walker Gears you need to eliminate are all found at the top of the hill, just below the rock peak. To reach them, run around the mission area and approach from the east.
- 3 Climb to the top of the rock peak and mark all the targets down below, including the four Walker Gears. If you feel confident enough, you can skip this step and move on straight to the Walker Gears.
- 4 Stealthily walk or crawl to each Walker Gear, planting C4 on each one. You will probably need to silence some of the soldiers directly in your way. They tend to wear helmets and armor, so tranquilizer darts may not always be a practical option. Luring them away with Decoys can work well, though. Causing diversionary explosions should also lead soldiers to leave their posts, making it easier to accomplish your objectives. Once all four C4 charges have been planted, leave the village via the closest, safest route, then detonate the devices before you leave the hot zone.

**S Rank Notes:** Speed through the village from the southeast to the northwest, planting C4 on each Walker Gear and silencing or luring away the soldiers directly in your way, then detonate the C4 when you're out of the village and close to the edge of the hot zone.



One of the prisoners that you can rescue is held here, in this collapsed house. His disappearance will cause any guard who notices to report to HQ, so either neutralize all nearby hostiles or leave this task until later in the mission.



Another prisoner is held in this tent, close to the Walker Gears. If you move him, any guard who notices his absence will trigger Alert Status, so it may be prudent to silence all enemies or complete other objectives before you attend to this optional task.

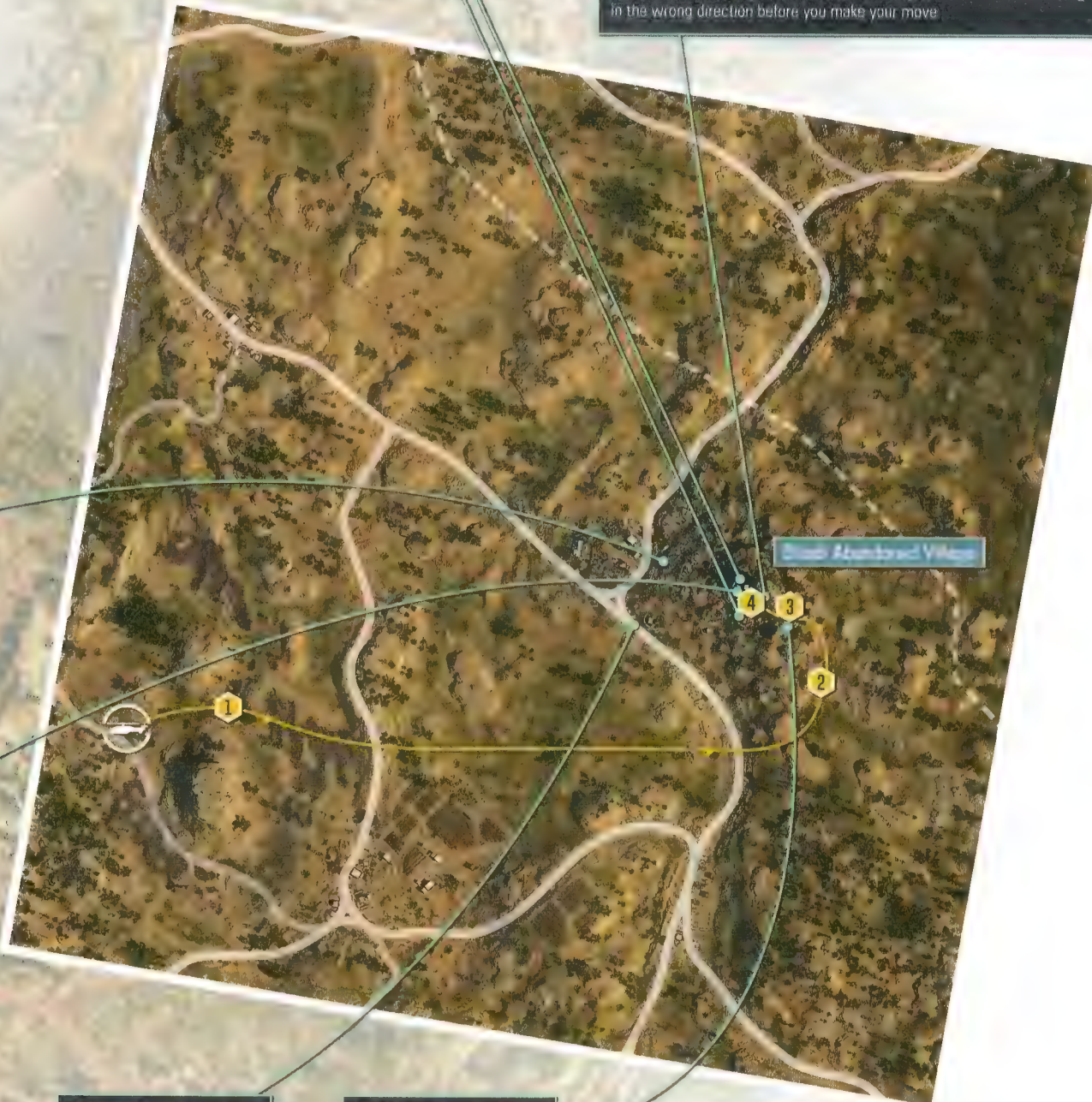
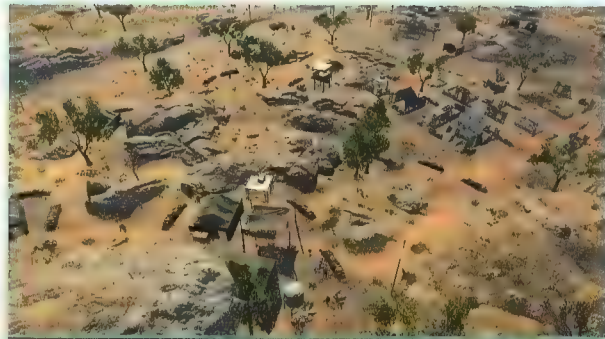


WALKTHROUGH

The four Walker Gears are stationed in pairs in the two positions shown here, on the hill below the peak. You should ideally Fulton extract them to complete the mission-critical objective and an optional Mission Task at the same time.

## Mission Area

If you approach the mission area from the east, you can climb to the top of the rock peak, which offers a commanding view of the entire village. You can use this vantage point to mark all targets down below, or designate targets for Quiet. If you are in need of a quick and dirty way to complete this mission, it's possible to toss grenades down to destroy the Walker Gears. If the coast is clear, you might even be able to risk a quick rocket launcher strike. This very basic solution is easier if you set up a diversion beforehand – a C4 explosion or two, for example, to set enemies running in the wrong direction before you make your move.



Perform a Fulton recovery of the truck found here to complete a Mission Task.

A Digitalis (Lutea) medicinal plant can be found to the east of the rock peak.

200 m

MISSION 34-36



# [❗] MISSION 37: “[EXTREME] TRAITORS’ CARAVAN”

MISSION OVERVIEW			
	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Identify the armored escort unit.	Optional	Achieved with the binoculars.
II	Identify the transport truck.	Optional	Achieved with the binoculars.
III	Extract the transport truck.	Mandatory	
IV	Eliminate the Skulls.	Optional	Fulton recovering them also counts.
V	Extract the transport truck driver.	Optional	Make sure you don't kill him inadvertently.
VI	Pinpoint the escort unit's estimated route by recovering an intel file.	Optional	
VII	Listen to all conversations between the transport truck driver and outpost/guard post soldiers.	Optional	Three conversations in total. Eavesdropping can be achieved with the directional microphone from a safe distance.
VIII	Extract three Zero Risk Security soldiers.	Optional	Identified by their blue uniforms.

## Notes

- **First Playthrough:** This is a replay of Mission 16 with the Extreme difficulty setting active. To complete the mandatory objective, you only need extract the truck and escape the hot zone: you do not actually need to confront the Skulls.

## WALKTHROUGH

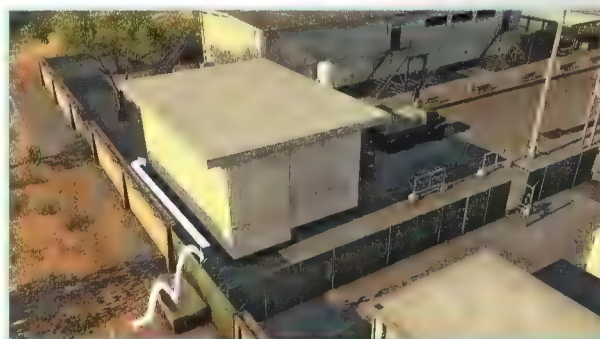
- 1 Head towards the waypoint to the east and secure the intel file located in one of the tents.
- 2 Gallop at full speed towards Nova Braga Airport. Leave D-Horse and call for Quiet when you reach the airport's northwest corner.
- 3 Climb the wall and walk a few steps to your left, between the wall and the building.
- 4 Once at the northwest corner of the building, go prone and try to lure the truck driver and his Zero Risk Security colleagues to your position – away from the truck. Tranquilize and Fulton recover them to complete two Mission Tasks simultaneously.
- 5 Approach the truck to trigger a cutscene and initiate a boss battle.
- 6 Once all Skulls are down, formally identify the truck and the two armored vehicles accompanying it, then Fulton recover all three. Once you're all done, exfiltrate the hot zone however you please.

**S Rank Notes:** Rush to the airport from the mission start point and defeat all four Skulls before extracting the truck for an easy S rating.

## THE SKULLS

- On Extreme difficulty, the Skulls are much more resilient to damage, replenish their armor almost instantly, and cause far more harm to Big Boss with each attack.
- Try to stay in motion at all times, as the Skulls use their rock spike attack with great regularity. For a description of all of their attacks, and ways that you might counter them, refer to page 116.
- Bringing along your most powerful rocket launcher or sniper rifle will help tremendously. A headshot with a fully upgraded sniper rifle can break a Skull's armor instantly; a second headshot performed immediately afterwards will largely deplete the target's health status gauge. Rocket launcher explosions will harm all Skulls within the blast radius.
- Seize any opportunity you have to perform a counter when a Skull attacks you with his sword. This will neutralize him for a few seconds at point-blank range, giving you a chance to annihilate your foe with an automatic weapon.
- As long as she is in an appropriate sniping position, Quiet is deadly in this battle – especially if you have unlocked her Sinful Butterfly rifle.
- If you plan to extract all four Skulls, do so gradually as you take them down. They will vanish quickly once the battle ends.

The positions where the truck driver has conversations with outpost soldiers are marked here: one in the airport, one at Kiziba Camp, and one at the guard post in-between. Be careful not to move too close while eavesdropping. Listening to all three pieces of dialogue completes the related Mission Task. We advise that you leave this challenge for a later playthrough where you can focus on it alone, then extract the truck and leave the hot zone for an easy finish.



If you move here quickly after the mission has begun, the convoy will still be parked in the northwest corner of the airport. This is a very direct and effective approach, removing any need to wait or attempt to halt the convoy elsewhere, and there are plenty of cover points at your disposal in the area. Use the broken fence shown here to breach the perimeter, then tranquilize the truck driver and his colleagues from a safe distance. Ready your most powerful weapons, then move close to the truck to trigger the arrival of the Skulls.



## Mission Area

If you clear the guard post to the northwest of your starting position, extracting its troops to Mother Base, this can be an ideal spot for an ambush. As long as Big Boss is sufficiently close to the road (and, therefore, the target truck) as it rolls by, you will trigger the arrival of the Skulls. This is your cue to quickly Fulton extract the truck and then make a break for the edge of the hot zone – or, with a little advance preparation, confound the Skulls by turning the outpost into a death-trap littered with mines and C4 devices that you can activate manually, then unleash other weapons (and Quiet) on the primary targets. If you are stealthy prior to the arrival of the Skulls, disabling all four can lead to an S rank. To avoid idle time during the wait for the convoy to arrive, either use the Phantom Cigar, or obtain the intel file and extract the Zero Risk Security troops to complete optional Mission Tasks before you set up your ambush.

WALKTHROUGH



A blueprint is found here, inside the Nova Braga Airport, on a counter on the upper floor.

You can find three Zero Risk Security soldiers stationed at this junction prior to the arrival of the convoy. You can disable and extract them all after securing the intel file to the northeast to complete two Mission Tasks in short order.

MISSION 37-39

200 m



# [!] MISSION 38: “EXTRAORDINARY”

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I. Secure the film canister.	Mandatory	A tiny collectible that can be found in one of three different positions.
II. Capture Spugmay Keep.	Optional	Requires you to silence all enemies in Spugmay Keep. Can be achieved before reinforcements arrive.
III. Secure the film canister before reinforcements arrive.	Optional	
IV. Extract the prisoner held at Spugmay Keep, East Guard Post.	Optional	Fulton recovery possible.
V. Extract a griffon vulture near Spugmay Keep.	Optional	You need to incapacitate the animal before Fulton recovering it.

## Notes

- **First Playthrough:** Though you might not guess it at first, speed is of the essence with this mission. The soldiers are genuinely searching for the film canister, and will destroy it if they find it – a Game Over condition. As the collectible itself is so small, any attempt to just rush in and grab it will not end well. Instead, try to neutralize the original set of troops quickly to enable a trouble-free search.
- The truly tiny film canister appears randomly in one of three possible positions. Activating the night vision goggles can help you to spot the item, as it is given a reasonably prominent yellow highlight.
- There is a high probability that you will be caught in a sandstorm while at Spugmay Keep. When you receive notification of this, equip your night vision goggles. This can facilitate a daring rush to the likely film canister locations, or provide an opportunity to take down foes.



## WALKTHROUGH

- From your start point, follow the road towards Spugmay Keep. As you reach the location, mark as many targets as you can. Being able to monitor their movements will help tremendously.
- Stealthily crawl toward a potential film canister location and either find it, or move on to the next one. If a soldier is directly in your way, incapacitate him quietly. Avoid open conflict: this is not an arena that makes it easy for Big Boss to triumph against multiple opponents.
- Once you have the canister, either complete optional Mission Tasks or make a direct dash for the edge of the hot zone.

**S Rank Notes:** Rush to Spugmay Keep and equip the night vision goggles to find the film canister quickly in one of its three possible positions. Stealth is essential, so playing the mission at night will help. Exfiltrate immediately once you have the item.

There are many griffon vultures in and around Spugmay Keep. Fulton recovering one completes the related Mission Task. If you tranquilize a vulture while it is standing on the ruins of Spugmay Keep, it will usually fall to a position where you can extract it.

## Mission Area



WALKTHROUGH

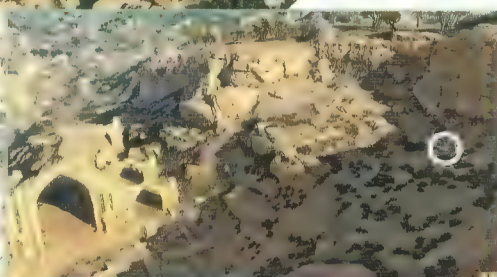


The first possible location of the film canister is here.



The prisoner held at the guard post east of Spugmay Keep is situated inside this small building.

There are only six soldiers searching for the canister at Spugmay Keep at first, most of whom usually wear helmets and other protective equipment. A four-wheel drive arrives a few minutes after the beginning of the mission, adding three new enemies to the mix. Another pair of soldiers arrive shortly afterwards. Given that Spugmay Keep is a rather small location, it makes sense to rush there and retrieve the canister before any reinforcements arrive.

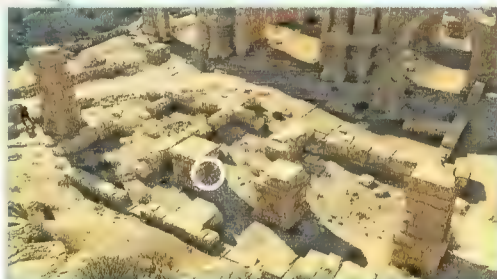


The hill to the east of Spugmay Keep offers an unparalleled view over the entire location. Reaching it undetected can be as challenging as extracting the film canister – but once you're in position, you can have a lot of fun picking off each opponent one by one with a sniper rifle. In addition, you can find a rough diamonds collectible at the top of the hill, as shown here.

MISSION 37-39

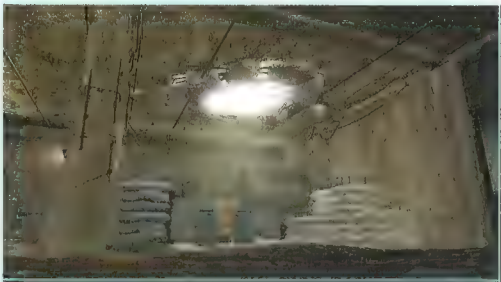


The second possible location of the film canister is here, at the base of the westernmost archway.

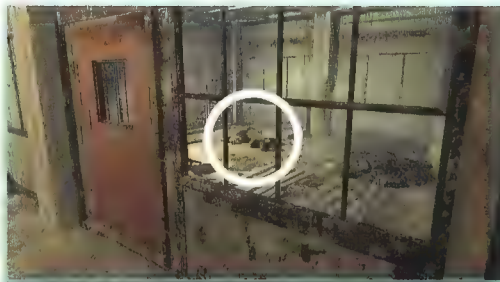


The third position where the film canister can be found is here, in the southeast corner of Spugmay Keep.





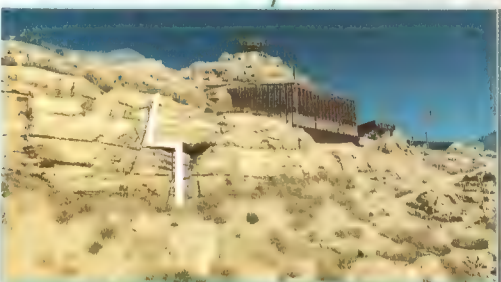
In the storage area opposite the door that you unlock to reach the captive engineer, there is a large hole in the ceiling. This is big enough for you to Fulton extract the prisoner, an act that satisfies both the mandatory mission requirement and an optional objective; you can also send any guards that you might have neutralized back to Mother Base. You are then free to leave or attend to other Mission Tasks.



The captive engineer awaits your arrival behind a locked door in the facility's underground section, accessed by two separate staircases. It's safer to enter via the steps on the west side of the building. He is guarded by one fixed soldier. If you incapacitated the two soldiers on your way from the wall crack, this single sentry should be the only thing between you and mission completion.

The front entrance is heavily guarded – which makes it impractical with the added complications of the Total Stealth rules.

## Mission Area



Use the wall crack shown here to enter the base from the west side, bypassing the front entrance. If you move here promptly after the start of the mission, there should be a guard in the area. Incapacitate and Fulton extract him (ideally from a safe distance) before he moves on. If you wait in the same location, a second guard has a patrol that brings him here, too – arriving from the steps that lead to the basement where the prisoner is located. Knocking him out as well greatly simplifies the process of Fulton extracting the prisoner without incident.

A blueprint collectible required for an optional Mission Task is found in this small building. If there is a guard inside, lure him out by making a noise before acquiring the item.





This junction is the perfect position to ambush the four-wheel drive that you must Fulton extract to complete an optional Mission Task. You may need to wait a little while for it to arrive, so we suggest that you leave this job until last, just prior to departing the hot zone.

## MISSION 39: "[TOTAL STEALTH] OVER THE FENCE"

WALKTHROUGH

### MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Extract the captive engineer.	Mandatory	You can only use the Fulton device if there are no obstructions overhead.
II	Fulton extract the engineer through the hole in the facility's basement ceiling.	Optional	Check the onscreen percentage when you are about to use the Fulton device: if it doesn't read 100%, the engineer has to be repositioned.
III	Extract the engineer plotting to escape from Wakh Sind Barrack.	Optional	When using the Fulton balloon, he will investigate.
IV	Extract the four-wheel drive patrolling between outposts.	Optional	
V	Locate the blueprint at Wakh Sind Barracks.	Optional	A collectible that looks like a gray briefcase.

### Notes

- **First Playthrough:** This is a replay of Mission 05, with the difficulty level increased no end by the Total Stealth rules: if you are detected, you are sent back to the previous checkpoint.
- You can choose between two possible landing zones when you launch this mission. The one just south of the base is ideal, as it positions you close to the wall crack that you can climb to bypass the front entrance (and the vast majority of guards).

### WALKTHROUGH

- 1 Deploy at the landing zone south of the base. Head towards the wall crack on the west side of Wakh Sind Barracks. No one should spot you if you crouch-walk or crawl.
- 2 Climb the wall crack and approach the basement entrance, silencing the soldier on the way. Look for a concrete staircase near the building. You may wish to wait for a second patrolling guard to arrive before you go down.
- 3 Once at the bottom of the steps, crawl along the corridor and take down the guard standing watch outside the room where the engineer is held prisoner. Check that the area is clear before you carry the engineer to a position below the hole in the ceiling in the storeroom area, and Fulton recover him. You are then free to retrace your steps and leave the mission area, or to fulfill other Mission Tasks before you exfiltrate.

MISSION 37-39

**S Rank Notes:** Speed and stealth are mandatory. Rush to the engineer via the wall crack, neutralizing problem guards before you Fulton recover the target through the hole in the nearby ceiling. Retrace your steps and exit the hot zone.



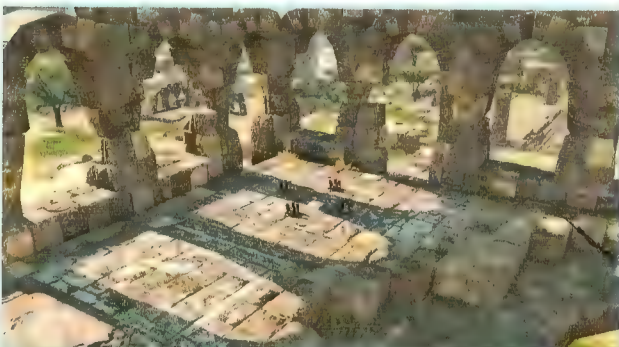
# [❗] MISSION 40: “[EXTREME] CLOAKED IN SILENCE”



The biggest challenge in this mission, without question, is the danger inherent in moving from one position to another. Quiet is incredibly fast and accurate with her sniping. To reach the center of the map without taking risks, go down the slope to the left of your starting position, then run along the rock wall to your right. When you make it to the top of the hill, you will be exposed to her shots again. There is a knack to sprinting and using the quick dive ability that will enable you to cross short distances without cover. Don't forget that you can force her to relocate by firing close to her position if required, then make a dash while she is in motion – or, if fate smiles kindly, walk boldly to your destination if her new spot has an obstructed view.



Your starting position is actually perfectly suited to a straight sniper duel. Once pressed against the low wall, you can mark Quiet through the binoculars without presenting a viable target. The trick, as before, is to encourage Quiet to fire a snap-shot by briefly moving into a firing stance, instantly releasing the trigger to return to cover, then holding it again once the bullet lands to aim and shoot before she can fire again. However, this being an Extreme mission, the interval between Quiet's shots is challengingly short: you really need to aim and fire within a two-second window.



Completing the fourth Mission Task is a tricky proposition on Extreme, as this incarnation of Quiet is far too vigilant to fall for the supply drop trick. A grenade launcher that fires sleeping gas is also a permissible use of force, but necessitates a stealthy close approach for each salvo, which is less than ideal. The most manageable (though technically demanding) solution is to set up a sleeping gas mine trap at one of her favored sniping positions in the center of the arena. We recommend two locations in particular: the western one requires you to climb via a wall crack; the eastern one has stairs. Use smoke (either via grenades, or, optimally, those fired by a specialist grenade launcher) to shield Big Boss from Quiet's gaze while you plant at least four sleeping gas mines on the upper platform, being careful not to trigger them yourself. With that achieved, try to move behind Quiet's current position to flush her towards one of your traps by firing on a wall close to her. If you haven't attacked Quiet at all, this technique tends to work relatively reliably. Sometimes, though, you might feel that it's akin to herding cats – which is why this is definitely a challenge to undertake while you are calm and alert, with time and patience to spare.



Once you become accustomed to its operation, use of the Rocket Arm is the least stressful way to conclude the battle. As you can fire it from behind cover and then manually adjust its direction, this means that you can keep Big Boss in cover at all times. The Rocket Arm is only practical at close-to-medium range, though, so you will need to move to the center of the map to facilitate practical use of the weapon. The ruins in front of the arch at the center of the arena are perfect, as they can provide cover from every conceivable angle as Quiet changes positions with each hit. Her choice of location will usually fall within the effective range of the Rocket Arm, but you might need to move towards her if she chooses a spot to the north of the river.





MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
Eliminate Quiet.	Mandatory	Empty either of her gauges.
Determine what to do with Quiet.	Mandatory	A choice made after the battle ends during a cutscene.
Neutralize Quiet without hitting her with lethal weapons.	Optional	A tranquilizing sniper rifle is the obvious solution.
Neutralize Quiet with non-firearm attacks.	Optional	Requires that you silence Quiet with indirect damage only, such as sleeping gas.

WALKTHROUGH

These are the sniping spots that Quiet will generally favor if you stay at your starting position. If you move elsewhere, she will choose vantage points in accordance with her last sighting of Big Boss. As you should remember, Quiet always begins on top of the arch.

## Aabe Shifap Ruins

20 m

### Notes

- **First Playthrough:** Visit the Aabe Shifap Ruins in free roam before you begin this mission to familiarize yourself with the environment. It's not an area that you visit often, and an understanding of its dimensions, landmarks and potential sightlines makes a huge difference in a battle where a single shot can kill Big Boss instantly. If you want to achieve a perfect takedown of Quiet with a sleeping gas mine trap, a quick "rehearsal" where you identify your route will make a big difference.
- Those opting to tackle Quiet in a conventional test of marksmanship should choose a sniper rifle with a high Effective Range attribute, making it less demanding to hit your target when she moves to remote positions. If you notice that long-range headshots are actually landing as body shots, try to adjust your aim a little higher to compensate for the effects of gravity.
- Take DD with you. His ability to detect Quiet is invaluable.
- Quiet's behavior (augmented reflexes aside) is broadly identical to your first encounter. See page 92 if you need to refresh your memory.

**S Rank Notes:** To secure an S rating, speed is the most important consideration. A sniper duel is fine, but moving to the center of the map to use the Rocket Arm is less stressful. If you're fortunate enough to engineer a quick conclusion with sleeping gas mines, this is obviously ideal.

MISSION 40-42



# [❖] MISSION 41: "PROXY WAR WITHOUT END"

## MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Eliminate the gunship.	Mandatory	Most easily achieved with a rocket launcher.
II	Eliminate two tanks.	Mandatory	Extracting them also counts.
III	Eliminate two armored vehicles.	Mandatory	Extracting them also counts.
IV	Extract two tanks and two armored vehicles.	Optional	
V	Extract the armored column's commander.	Optional	You must wait until after he emerges from the enemy gunship.
VI	Secure the rough diamond hidden by the armored column's commander.	Optional	Hidden in the room that the commander visits.
VII	Secure the blueprint carried by the gunship.	Optional	Appears at the crash site after you destroy the gunship.

## Notes

- **First Playthrough:** Completion of this mission leads to a very specific chain of events. We cannot relate what the ultimate consequence of this narrative chain will be without revealing an unforgivable spoiler, other than to admit that it does perhaps make the late-game process of securing S ranks on all missions a little bit harder. We strongly advise that you continue regardless, and experience the unfolding story developments in the way that the *Metal Gear Solid V* designers intended. If you absolutely insist on a measure of forewarning, though, you can learn more on page 304.
- Even though you can destroy the primary vehicular targets with explosives, Fulton recovering the four on land is actually easier — and less likely to lead to a firefight. Bring a rocket launcher to deal with the helicopter — ideally an upgraded, highly powerful model that can destroy it with a single shot.
- Of the three mission start points, the one in the middle of the map is recommended as it places you close to an outpost where the vehicles stop.

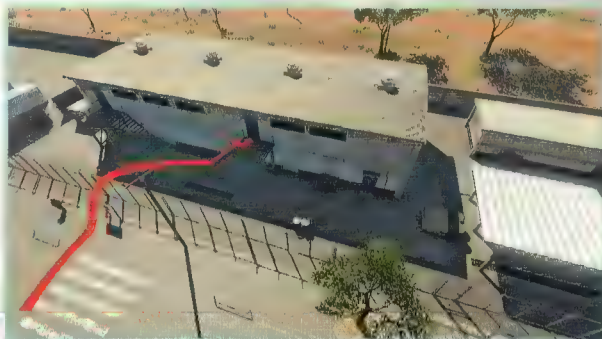


## WALKTHROUGH

- 1 From your starting position, head to the outpost directly to the west.
- 2 Clear the outpost of all of its guards before the first three vehicles arrive. Each one will make a stop on the roads that run through here. Approach all three from behind and Fulton extract them one after the other. You can now either manually halt and extract the fourth armored vehicle at the guard post, then blow up the nearby gunship, or follow the former and Fulton recover it when it eventually comes to a stop close to Nova Braga Airport.
- 3 The fourth armored vehicle stops here. At night, you can ignore the sentry at the gate and extract the armored vehicle without incident. This leaves you free to run around the perimeter wall to reach a gate on the west side, where you can snatch the commander and take his diamonds. Destroy the gunship with a rocket launcher from a safe distance (such as the hill to the north, outside the walls) to complete the third mandatory objective before you leave.

**S Rank Notes:** Fulton recover all four vehicles at the same guard post, then immediately destroy the gunship and leave the hot zone.

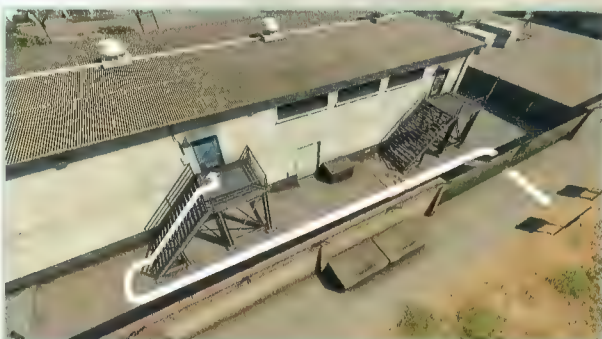
There is an intel file inside this tent. Though it's not strictly essential, interacting with it triggers a handy checkpoint — something that you can use after extracting the first three vehicles if you intend to Fulton the fourth vehicle and destroy the gunship during an S Rank attempt.



The commander moves from the gunship to this building, with it usually taking two or three minutes for him to arrive. Once inside, he's an easy target. Incapacitate him and then perform a Fulton recovery from the side of the building next to the outer wall, avoiding prying eyes, to complete the related Mission Task.



A rough diamonds collectible is hidden in the room that the commander moves to. Pick it up to complete the related Mission Task.



To easily approach the commander and retrieve his diamonds, enter the airport's perimeter via the gate on the airport's west side. From here, you can simply walk to the room where you see him and collect the diamonds before he arrives.

If you track the gunship without being detected it moves to this landing position, where it remains as long as no alarm is raised. The commander soon leaves the gunship. Mark him from afar if you intend to tail him. The commander is easily identified by his red beret.



When you destroy the gunship, it crashes and drops a blueprint required to complete the related Mission Task. Naturally, it's much easier to collect this item (and complete the Mission Task) if you destroy the chopper long before it reaches the airport. If you hit another checkpoint after the destruction of the helicopter, but then die before you can collect the blueprint, it may appear in this position.



If you choose the central mission start point, you can quickly deal the guard post of all hostiles and Fulton extract them. This requires that you be purposeful and efficient in your use of tranquilizer darts. The first three vehicles that you need to eliminate should arrive not long after you finish your initial prep work. When each one stops, approach from behind and Fulton recover them. The gunship arrives not long afterwards, with the fourth vehicle moving into view moments later. Unless you want to ambush the armored vehicle here (which requires a roadblock or electromagnetic net mine), simply follow it on its route, then extract it once the driver stops outside the airport. If you don't yet plan to complete the Mission Tasks that necessitate a visit to the airport (V and VI), though, it's wiser to deal with the armored vehicle and gunship at the guard post to complete all mandatory objectives.



Mission Area

If you choose to deploy from the southern landing zone, you will encounter two vehicles on your way to the LZ. Feel free to destroy them with the helicopter's gatling gun before landing if you do not plan to extract them.



If you don't ambush the fourth vehicle at the guard post, it will park at its final destination here, by the airport entrance. As long as the gunship does not notice your approach, you can easily Fulton recover the vehicle from behind. This is the preferable course of action if you intend to complete all Mission Tasks at once.

WALKTHROUGH

MISSION 40-42

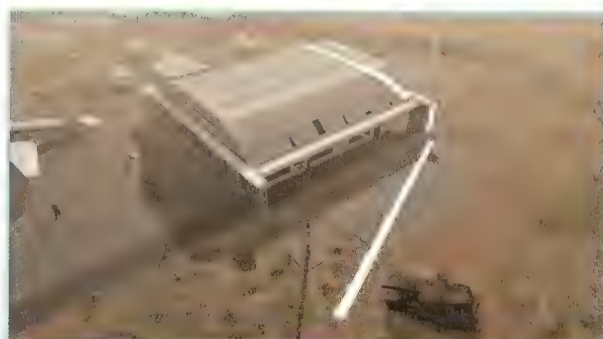
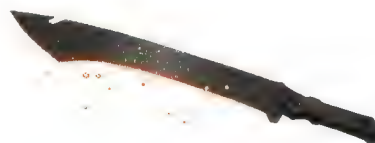


# [!] MISSION 42: “[EXTREME] METALLIC ARCHAEA”

MISSION OVERVIEW		
	[ Mission Tasks ]	[ Type ] [ Details ]
I	Eliminate the Skulls.	Mandatory
II	Extract Code Talker	Mandatory Simply load him in the chopper after the battle. He cannot be extracted beforehand.
III	Complete the mission without being grabbed by a puppet soldier.	Optional Not difficult if you move to an area where they are not found – or a position that they cannot reach.
IV	Extract the Skulls.	Optional Extracting one Skull fulfills this condition.

## Notes

- **First Playthrough:** Naturally, a replay of this distinctive boss fight with the Extreme rules and conditions in effect is going to be tough, but it's a more approachable challenge than you might think. Best of all, the checkpoint at the start of the mission means that there's only a short delay between failure and a restart with redoubled determination.
- You can find additional information on the Skulls overleaf.



A viable vantage point to see out the fight is the rooftop of the north hanger, accessed via a ladder only a short sprint from your starting position. If you set up position on the west side of the roof, the Skulls will generally congregate in front of the perimeter wall below. You will need to stay in motion to avoid rock spire attacks and very occasional instances where your adversaries warp to your position to attempt melee attacks.



As with your first experience of this mission, the rooftop fight by an anti-air radar on the north side of the main building is an excellent place to fight. From here, you can snipe at the Skulls below. However, in addition to weapons fire if you linger incautiously long at the edge, they are much more likely to use their rock spire attack, and may even (very occasionally) warp up to attempt melee attacks. For this reason, you should try not to linger in one position for too long.





WALKTHROUGH



In your starting position, you are surrounded by countless enemies. Sprint away as quickly as you can, then turn around and try to mark all four Skulls. This will enable you to monitor their movements and health status gauges much more easily.



Code Talker lies on the ground, right by the downed chopper. Enemies will not attack him directly, but he can be caught in random explosions or attacks from puppet soldiers targeted at you – which is why it is vital to leave him behind and make a break for a better position. If he dies, the mission ends instantly.



Mission Area

MISSION 40-42

20 m



## [!] MISSION 42: “[EXTREME] METALLIC ARCHAEA” [CONTINUED]

### THE SKULLS

You should be familiar with the attacks and tactics employed by armored Skulls by now, but you can refer back to page 160 if you need to brush up on the finer details. As you might guess, the main difference compared to your original encounter is that the Skulls are far more aggressive. They attack more swiftly and with greater frequency, and also replenish their armor (the pink health status gauge layer superimposed over the red bar denoting health) after a shorter delay. Whichever bar you intend to deplete to defeat them (the red one to kill them, or the blue one to incapacitate them), you first need to break through their armor. This requires weapons with a high penetration attribute, making sniper rifles the best candidates.



If you simply want to win the battle as quickly and easily as possible, sprint to the rooftop connected to the main airport building that we recommend on the previous page [159]. This puts you out of reach of the puppet soldiers, and, broadly but not entirely, the Skulls themselves. The Skulls will manage to attack you on your vantage point a little more often than during your Mission 29 encounter, but this remains totally manageable. Mark them and focus your sniper rifle fire on one at a time, aiming for headshots as much as possible. The moment one Skull falls, switch to another one. Keep track of your ammo at all times and call for a supply drop in advance to refill your stocks before you run dry.

All along the process, or if you choose to fight the Skulls in the open, seize any opportunity you have to perform a contextual counter when a Skull attacks you with his sword. This will neutralize him for a few seconds at point-blank range, giving you a chance to annihilate it with an automatic weapon such as a machine gun or your sniper rifle.

You can Fulton extract each Skull that you defeat [02]. It's only necessary to secure one recovery to complete the related Mission Task, but extracting all four Skulls will reward you with a massive +25,000 score bonus. Note, however, that your opponents will soon vanish once the fourth falls.

Quiet can be an incredible asset for this battle, especially if you equip her with the Sinful Butterfly. Alternatively, DD – if equipped with the “Tactical (Fulton)” equipment – can enable you to order the extraction of Skulls the moment they fall.

**S Rank Notes:** Sprint to the vantage point on the rooftop on the airport's main building, avoiding the attention of puppet soldiers, and defeat the Skulls from there. If you are rather slow and cautious, it may be necessary to Fulton recover one or more Skulls in order to secure the attendant score bonus.





# [!] MISSION 43: "SHINING LIGHTS, EVEN IN DEATH"

WALKTHROUGH

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
Eliminate the infected	Mandatory	Can be identified with night vision goggles

## Notes

- **First Playthrough:** This is a mostly linear, primarily cinematic experience. We recap the essential steps in the short walkthrough below, but you are unlikely to need to refer to this.
- Your performance is not graded in this mission.



## WALKTHROUGH

- 1 From the chopper, head to the lab entrance.
- 2 Inside the lab, climb the staircase to the top floor level to find the person who sent the transmission. You are free to explore during the journey.
- 3 Equip the modified goggles (TDG) to detect the presence of parasites, and methodically eliminate the infected on all floor levels, starting from your position on top floor, all the way down to the basement.
- 4 After you fulfil your duty in the basement, collect the cassette tape and pick up the soldier sitting in the corner. Carry him to the exit on the floor above, then follow the subsequent prompts to conclude the mission.

**S Rank Notes:** There is no score rating for this mission.

MISSION 40-42

MISSION 43-45



# [!] MISSION 44: “[TOTAL STEALTH] PITCH DARK”

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
Shut down the oil transfer pump.	Mandatory	Achieved by interacting with the control panel.
Destroy the oily water separator tank.	Mandatory	Requires any kind of explosive.
Extract four child soldiers being trained at Masa Village.	Optional	-
Exfiltrate the hot zone before Mfinda Oilfield is sealed off.	Optional	The oilfield is “sealed” once the Walker Gears move into place by the exits.
Extract the lappet-faced vulture that wandered into the burned-down village.	Optional	Has to be incapacitated, then Fulton recovered.
Extract four Walker Gears sealing off Mfinda Oilfield.	Optional	Requires the Cargo 2 Fulton upgrade.

## Mission Area

## Notes

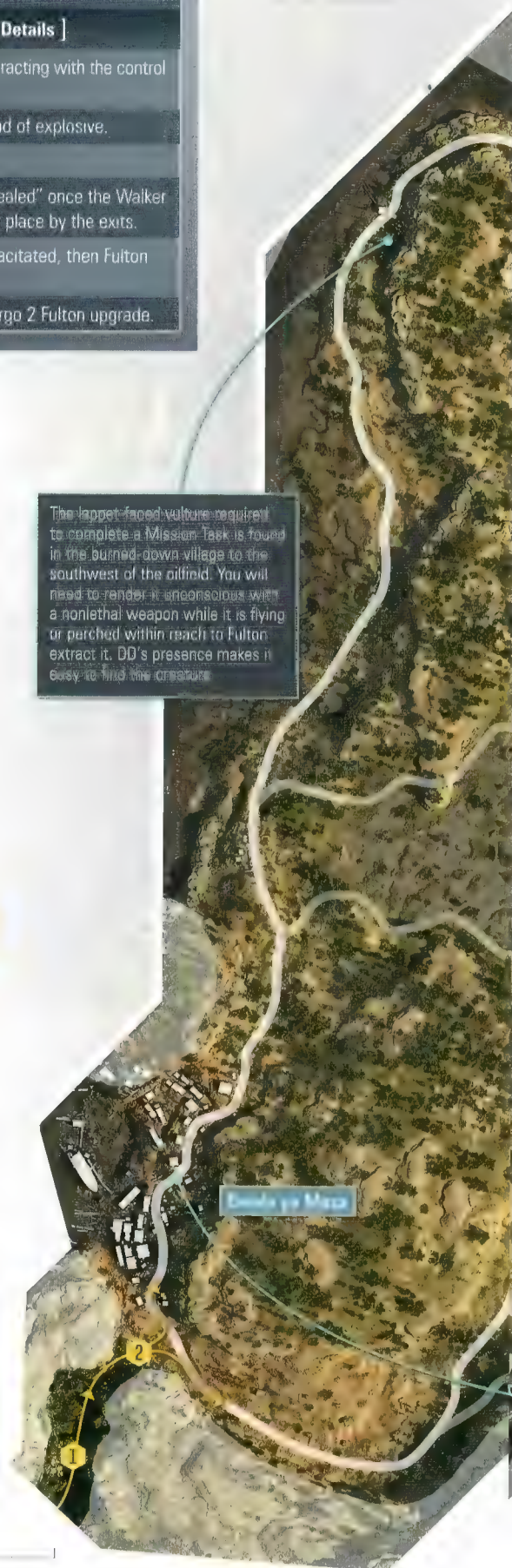
- **First Playthrough:** A Total Stealth version of this lengthy mission may seem a daunting prospect, but it's really not as hard as you might think. There are several checkpoints at key moments, not to mention opportunities to create your own by leaving the village or oilfield. At Mfinda Oilfield, where you will spend most of your time, you only need to run out of the east exit and follow the road until it curves to the right to trigger a checkpoint.
- It should go without saying with a stealth-focused mission, but just in case: don't forget to choose the 18:00 start time.
- It's a good idea to divide the Mission Tasks and make two separate visits to complete them all. On a first attempt, simplify matters by focusing on the oilfield alone: objectives **I**, **II** and **IV**, making a swift and purposeful exit of the hot zone to complete the latter. On a second visit, complete the Masa Village duty and brief detour for wildlife acquisition (**III** and **V**), then hang around to neutralize and extract the four Walker Gears (**VI**) after you complete the mandatory requirements.
- If you have been making good progress at Mother Base, you should have access to a nonlethal sniper rifle equipped with a suppressor. This is strongly recommended for this mission.

## WALKTHROUGH

- 1 From your starting point, head northeast through the jungle towards Masa Village.
- 2 Head towards the oilfield, either going through the village if you intend to complete optional Mission Tasks, or following the road as it heads south to take a less dangerous route.
- 3 Entering the facility from the southwest to reach the oily water separator tank is doable, but challenging with Total Stealth rules in place.
- 4 Instead, it's easier to arrive via the east entrance and clear a number of guards in advance to simplify the approach – the bunk room trick can prove very helpful here. Placing C4 directly on the tank itself will trigger a checkpoint.
- 5 Move on to the room where the oil transfer pump is found. Once you shut down the pump (another checkpoint), leave via the eastern exit and detonate the C4 from outside the oilfield's perimeter. This approach is perfect for completing Mission Task **IV**, as it enables you to then quickly exfiltrate the hot zone by foot before the reinforcements seal off the oilfield. If you intend to extract the Walker Gears (objective **VI**), it's also prudent to leave the base: it is much easier to neutralize their pilots by attacking from behind.

**S Rank Notes:** Speed is a less pressing concern with this mission than most others, but it will secure you a very high score. Rush to the oil transfer pump via the window and turn it off, then blow up the separator tank with a launcher and exfiltrate the hot zone.

The lappet-faced vulture required to complete a Mission Task is found in the burned-down village to the southwest of the oilfield. You will need to render it unconscious with a nonlethal weapon while it is flying or perched within reach to Fulton extract it. DD's presence makes it easy to find the creature.

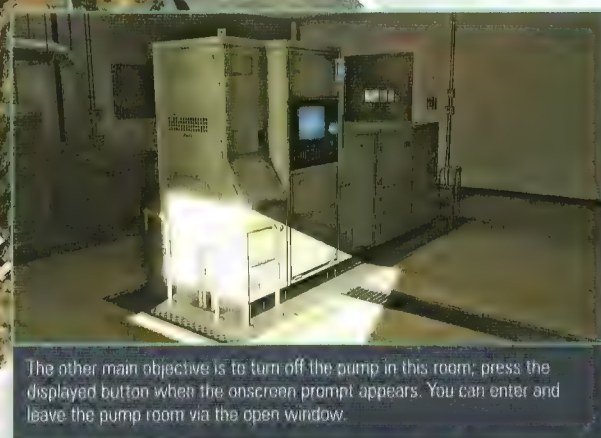






WALKTHROUGH

One of your two mandatory objectives is to destroy this: the oily water separator tank. You can do so with any explosive: C4, a grenade, or a launcher projectile.



The other main objective is to turn off the pump in this room; press the displayed button when the onscreen prompt appears. You can enter and leave the pump room via the open window.



If you choose to extract the four child soldiers, you will also need to silence most enemies in the Masada Village area. Gradually luring all targets to a specific, defensible position for silent takedowns is a solid strategy. Once you have cleared all targets of note, you can begin the extractions. The moment you cause an Alert Status or attack one of the two guards lecturing them, all four child soldiers move towards the river to the northwest. It takes them approximately a minute to leave the mission area. If you want to complete the related Mission Task, make sure you incapacitate them quickly either with a tranquilizing weapon or by dashing to them and throwing them to the ground via CQC. If you fail to do so, the children will escape and you will need to restart from the previous checkpoint to try again.



MISSION 43-45

If you're looking for a low-risk strategy, a slow and methodical approach works wonders at the oilfield. Arrive via the east entrance, then carefully neutralize and extract all guards in the immediate area – especially those in and around the nearby buildings. If you are playing at night, you can then wait for soldiers to visit the bunk room to rest, often in pairs. Wait until they fall asleep (look for the **ZZZ** icon), creep into the room and incapacitate them with a tranquilizer dart to the head, then carry them to a safe position for extraction. If you are patient, you can repeat this process several times to leave the facility with a skeleton staff. This strategy is actually compatible with an S rank attempt: if you can avoid all kills and detections, and leave the hot zone within 45 minutes, the desired grade should be yours.



# [!] MISSION 45: "A QUIET EXIT"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
1. Eliminate the Soviet mechanized unit.	Mandatory	Includes 14 vehicles plus a gunship.
2. Extract seven tanks and seven armored vehicles.	Optional	For which, read: all enemy vehicles.
3. Complete the mission without Quiet taking damage.	Optional	For which, read: all enemy vehicles.

## Notes

- **First Playthrough:** This mission has very specific unlock requirements. Once you complete Mission 43 and have a maximum Bond rating with Quiet, Side Op 150 can be triggered at any time. Complete that side op to begin this mission immediately.
- This is an action-packed mission. You might feel a little overwhelmed during your first run, but it becomes easier to score high on subsequent attempts. We recommend a loadout that includes a powerful rocket launcher and either a grenade launcher with a high fire rate or a powerful assault rifle.
- A few pieces of equipment can prove extremely helpful for this mission: an upgraded Battle Dress uniform to be able to withstand more damage; the Mobility 3 upgrades for the prosthetic arm (or the Raiden uniform) to sprint faster; and the Wormhole Fulton upgrade to extract tanks without having to worry about balloons being popped.



If you choose the extraction approach, you need to sprint to each vehicle as it appears, eliminating any soldiers in the vicinity with a grenade launcher or assault rifle before Fulton recovering the vehicle itself. Disabling the soldiers will ensure that they don't shoot the balloons. If you have the Wormhole Fulton upgrade, this is not something you need to worry about, though.



If you decide to destroy all vehicles, the road in front of the palace offers a clear view of all incoming enemies. A rocket launcher with a homing system (particularly the excellent CGM 25) will help you to eliminate each vehicle rapidly. Don't forget to make regular requests for supply drops to keep your ammo stocks high.

There are four locations where you can find missiles for your rocket launcher, one just to the north of the palace, another on the intermediate floor level, and two on the top floor. This might lead you to believe that operating from inside the palace, using the walls as cover, might be a good idea. Cast this notion from your mind immediately, shoot it, set it on fire, and then release the hounds to greedily feast upon the twisted, smoking remains: it's actually an awful plan. The palace offers little flexibility to aim and maneuver, and missiles striking the surrounding walls cause an alarming amount of splash damage. Staying outside to draw fire away from Quiet is by far the best strategy.

## Mission Area







## WALKTHROUGH

This mission is an intense battle where your objective is to neutralize 14 enemy vehicles, plus a gunship that arrives later, while ensuring that Quiet isn't killed. Her health is represented by an onscreen status gauge that you can monitor at all times.

Our map details the approximate direction from which each vehicle arrives in chronological order: the first one at position **A**, the second at position **B**, and so forth. Once you are familiar with the mission, you can use this to plan your movements and ambush each vehicle the moment it appears.

On a first playthrough you may prefer to employ lethal force to destroy the vehicles. It's rare for **MGSV** to actively encourage your destructive tendencies, so you should embrace this sanctioned opportunity to engage in mayhem. The experience and knowledge that you gain will later serve you well when you return to Fulton extract the vehicles to complete the optional Mission Task.

Whatever approach you favor, the following tips will be of use:

- During the cutscene that precedes the battle, you are given a rocket launcher. This can be useful if you didn't bring one of your own, but if you have a more powerful version, retrieve it from the ground once you regain control of Big Boss. A CGM 25 can be particularly useful, especially to take down the gunship quickly.
- Don't bother marking vehicles and enemies: there simply is no time. Rush to every vehicle that you see as soon as it appears to Fulton extract it, or use a rocket launcher to destroy them. The more active you are, the more fire you will draw on your position, and therefore prevent Quiet from sustaining damage. If you plan to destroy all vehicles with your rocket launcher, be sure to regularly request ammo supply drops in advance.
- Always prioritize vehicles, as they are much more likely to harm Quiet than soldiers. Whenever you enjoy respite from the vehicular onslaught, take the time to eliminate all troops within range, ideally with a grenade launcher for speed.
- Fulton extracting all 14 vehicles is actually much easier than it might seem, as you can move in plain sight, even approaching tanks from the front — they are all focused on Quiet when they first arrive. This means that you can sprint towards each one in turn, performing a Fulton extraction the moment they stop moving. Be sure to eliminate soldiers that are close to each vehicle, though, or they will fire on the balloons (or, better yet, use the Wormhole Fulton upgrade). For the best results, try to operate within the yellow rectangle represented on our map, as this means that you will have

less ground to cover. Note that other vehicles will not fire at you while you stay close to one of them, which offers you a few seconds of respite in-between extractions.

- Vehicles that deploy troops can be destroyed or Fulton extracted before their occupants step foot on the ground.
- If you want to extract all vehicles and simultaneously ensure that Quiet isn't injured, don't be scared to go to vehicles positioned at the very edge of the mission area when you have the opportunity to do so. The warning and visual effect might cause you to pause, but there's usually a sufficient margin for you to extract the vehicle before heading back to the center of the area.
- Between enemy waves, Quiet regularly descends from her vantage point to plant supply drop flares **[01]**. If you want her to take no damage, be sure to engage any enemy soldiers within firing range.
- Planting mines is possible, but it's hard to identify the exact routes that enemies will take without lots of practice and observation. The road to the east of the arena (around point **A** on our map) is your best bet if you choose this approach.
- Towards the end of the battle, a gunship arrives to reinforce the ground troops. Try to destroy it as soon as it appears, optimally by using a rocket launcher with homing functionality (such as the CGM 25). There is also an anti-air turret in front of the palace that you can potentially use **[02]**, but only if it hasn't been disabled during the battle.
- After the battle is over, a second mechanized unit is sent to terminate Quiet. Ignore them completely, as Quiet will die if you leave her alone. Instead, carry her towards the waypoint to the east. Avoid the road: this is where soldiers and vehicles are most likely to be encountered.
- After the cinematic that occurs when you reach the waypoint, don't be too quick to jump onto the extraction chopper. Before you depart, follow the footsteps in the sand to reach a tree; when you arrive at the correct position, a cutscene will begin. After this ends, you obtain a cassette tape and complete the final Mission Task.
- S Rank Notes:** On a subsequent playthrough, skip the cutscenes to save a lot of time. For the rest of the mission, rush to each vehicle as it appears to Fulton extract it. This way, you can complete the mission quickly while securing the bonus from the optional Mission Task. If you are precise and efficient it's likely that Quiet will sustain no damage, leading to an even higher score.

WALKTHROUGH



MISSION 43-45



## Mission Area



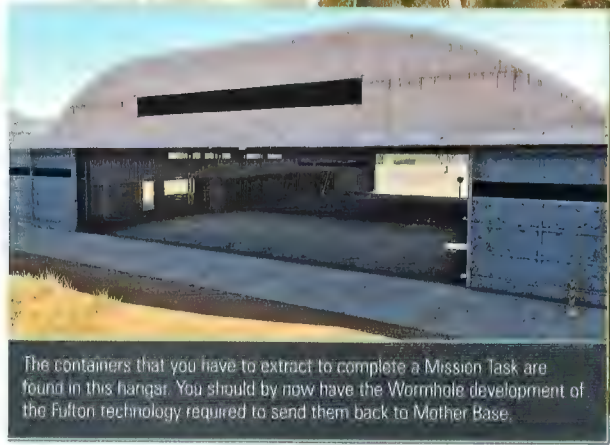
Nova Braga Airport

Destroying the gunship and retrieving the blueprints to complete Mission Task VII seems as if it might require you to clear almost every enemy from the base beforehand. There is, however, a much easier solution. Deploy with the CGM 25 equipped and run to the northwest of the base, close to the cliff wall. Wait until the gunship passes overhead, then achieve a target lock and open fire before it reaches the base. Immediately drop to a prone position to avoid any chance of detection before the rockets hit home. If the chopper crashes in a favorable position, run over to collect the blueprint; if not, return to the prior checkpoint via the Pause menu and try again.

The easiest way to get within range of the CFA official and arms dealer in order to extract them is to wait until they arrive at the north warehouse. This requires that you get into position and disable the two patrolling Walker Gears in advance; well-timed COC grabs from behind or accurate tranquilizer darts will suffice, leaving you free to Fulton the pilots. With one eye always tracking the movements of the patrolling helicopter, you can then ambush the CFA official and arms dealer when they arrive to inspect the hangar – which is their first port of call after the initial meeting.

Two enemy snipers are posted on the rooftop of the airport's main building. Stay low whenever you are within their potential field of vision.

This is the route that the arms dealer and the CFA official follow as they inspect the airport. You can make this appear on your iDroid map by interrogating any soldier. They have four conversations in total: one inside the main airport building on the upper floor; one in the north hangar; one in the south hangar; and a final one in the original room. Listening to all of their conversations completes the related Mission Task.



The containers that you have to extract to complete a Mission Task are found in this hangar. You should by now have the Wormhole development of the Fulton technology required to send them back to Mother Base.

## ! MISSION 46

Observant readers will have noticed the glaring absence of Mission 46. There actually is one, but specific conditions must be met before this "secret" episode is unlocked. See page 324 for details.



# MISSION 47: "[TOTAL STEALTH] THE WAR ECONOMY"

## MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Identify the arms dealer.	Optional	Achieved with the binoculars.
II	Identify the CFA official.	Optional	Achieved with the binoculars.
III	Eliminate the CFA official.	Mandatory	Fulton extraction counts too.
IV	Extract the CFA official.	Optional	Fulton extraction possible.
V	Extract the arms dealer.	Optional	Fulton extraction possible.
VI	Listen to all conversations between the arms dealer and the CFA official.	Optional	Four conversations in total.
VII	Secure the blueprint carried by the gunship.	Optional	Appears at the crash site.
VIII	Extract the materials container inside the Nova Braga Airport hangar.	Optional	Requires the Wormhole Fulton upgrade.

WALKTHROUGH

## Notes

- **First Playthrough:** The good news is, it's possible to complete this mission in little more than three minutes and secure an immediate S-Rank when you know how. The *equally* good news is that all optional Mission Tasks are relatively approachable if you set realistic goals for subsequent playthroughs, accomplishing specific Mission Tasks in separate attempts. This mission only becomes complicated if you attempt to complete all objectives at once.
- To refresh your memory on the basics of this mission, see page 136.



The fastest and most simple way to complete this mission is to equip a suppressed sniper rifle loaded with standard bullets. From your starting position, sprint to the entrance on the north perimeter, then crawl to the grassy area that gives you a clear view of the window shown here – but not so close that you move onto the runway and risk detection. Watch through the binoculars until you identify the CFA official through the glass, then silence him with a headshot. This leaves you free to retrace your steps and leave the hot zone. Any time under approximately ten minutes should secure you an S Rank, though even the most careful players should be able to make the shot and depart within no more than five.

## WALKTHROUGH

The best way to complete this mission is to break it up into manageable portions achieved on separate attempts. Our recommended approach is as follows:

- **Attempt #1:** Destroy the gunship before it reaches the airport to retrieve the blueprint, then eliminate the CFA official with a long-range headshot when he stands in front of the window. This should be enough to secure an S rank.
- **Attempt #2:** Neutralize and extract both targets when they reach the north hangar.
- **Attempt #3:** Appropriate the containers with the Wormhole Fulton, then eavesdrop on the conversations between the CFA official and arms dealer to complete the final Mission Task. Assassinate the CFA official with a long-range sniper headshot before you depart.
- **S Rank Notes:** Bring a sniper rifle, then identify and shoot the CFA official through the window before exfiltrating immediately.

MISSION 46-48



# MISSION 48: "[EXTREME] CODE TALKER"

MISSION OVERVIEW			
	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Make contact with Code Talker.	Mandatory	Automatically completed after a cutscene.
II	Extract Code Talker.	Mandatory	Fulton extraction impossible.
III	Extract Code Talker without him taking damage.	Optional	
IV	Eliminate the Skulls.	Optional	Defeating one Skull fulfills this condition.
V	Extract the Skulls.	Optional	Extracting one Skull fulfills this condition.
VI	Extract the armored vehicle sealing off Lufwa Valley.	Optional	Only possible if you defeat all four Skulls during the initial encounter.

## Notes

- **First Playthrough:** In any debate on which mission is hardest to both fully complete and S rank in *MGSV*, the Extreme version of Code Talker has to be a prime candidate. We suggest a very convenient way to at very least survive it (no trivial feat in itself), but you will need to practice to secure the highest completion grade.
- Your choices in the opening sniper duel determine the adversaries that you face during the later extraction of Code Talker. If you kill all four Skulls, you face an armored vehicle on the northern route and countless standard soldiers in both possible directions. If you leave any Skulls alive, the armored vehicle does not appear, and all standard troops are replaced by puppet soldiers – but the Skulls will guard one or both routes. For the easiest possible exfiltration, leave one Skull alive: she will generally guard the north exit, leaving you free to retrace your steps and evade the puppet soldiers.
- The Skulls have the same behavior patterns as your original encounter – they're just faster and more aggressive. To review our previous advice and insights, see page 156.



You can also extract Code Talker by going up the hill to the northwest of the mansion to reach a closer landing zone – but this is certainly not the easiest way to depart. Follow the northern cliff at all times, pausing whenever necessary. Having DD with you here can be extremely useful to locate unseen guards. If a soldier catches a glimpse of you, retreat behind rocks by the closest waterfall, or keep moving forward if there are obstacles between you and the suspicious enemy. Don't be too hasty to call a helicopter: the nearby armored vehicle can destroy it instantly. Either Fulton recover this threat (which will complete the related Mission Task), or leave the hot zone on land by heading west.



This is where the armored vehicle required to complete a Mission Task is found: in accordance with your actions and the current alert status, it may move closer to the mansion. If you stealthily go up the hill alongside the north cliff wall, you can approach it from behind to perform a successful Fulton recovery.

## WALKTHROUGH

- 1 Follow the river to the northeast until a cutscene is triggered.
- 2 When the Skulls ambush you, you have two options: defeat them, or attempt to evade them. Calling Mother Base to drop a tank can be a masterstroke if you are not set for a test of marksmanship and reflexes.
- 3 Make your approach to the mansion by crouch-walking along the rock wall to your left at all times.
- 4 Enter the mansion via its back entrance, and take the small corridor to your left after you enter.
- 5 Go through the door and follow the stairs down to the basement where you will find Code Talker.
- 6 You now need to exfiltrate with Code Talker, either by retracing your steps down to the valley, or by going up the hill to the northwest of the mansion. The valley option is easier on a first playthrough. Walk alongside the cliff at all times; you can bypass the dangerous bridge by taking the alternative route behind the waterfall.

**S Rank Notes:** To secure an S rating, defeat three of the four Skulls in the initial battle, then leave the fourth behind. You should then reach Code Talker without being detected. When you leave, the remaining Skull will usually take up position to defend the northern escape route. Avoid this battle by retracing your steps back to the jungle, sprinting past puppet soldiers and calling for a helicopter extraction during the journey.

For players who don't excel at sniper duels, the sheer elusiveness of the Skulls and tension evoked by the threat of one-hit kills can make the opening battle seem impossible. It really isn't – it just takes a lot of practice to learn their tactics and discover safe spots to fire from. As an interim measure, there is a less exigent way to survive (and potentially thrive) in this encounter: an epiphany when you realize that, when you reduce military conflict to a game of rock-paper-scissors, "tank" beats "sniper" in most commonly-accepted rulesets. Call in an M84A Manloader or AT77 Nosorog from Mother Base (easy to acquire during Mission 08, for example), and the nature of this clash is transformed. Though your opponents might still ultimately destroy the vehicle, it can sustain many, many hits before it falls. You still need skill to defeat each Skull, cycling through the three camera modes with **RT / R2** to more accurately adjust your position and align shots, but it's potentially much less testing than dodging bullets fired by transhuman killing machines. Try to remain in the lower river area until you have defeated at least two of the Skulls. For the least taxing possible exfiltration after finding Code Talker, you should only kill three of the four Skulls.



## Mission Area



The mansion has a rear door on its north side, with guards that you should be able to neutralize without incident. Once through that entrance, take the small corridor to your left and go through the door, then down the stairs beyond, to eventually reach Code talker.

WALKTHROUGH



If you choose to extract Code Talker via the valley route to the south (broadly retracing your steps), crouch-walk along the western cliff at all times, moving slowly and cautiously, pausing whenever enemy movements pose a threat. Having DD with you can be a great help to keep track of enemies and avoid sudden surprises. You can bypass the most dangerous point on this escape route entirely (the wooden bridge) by walking beneath the large waterfall, staying very close to the cliff to avoid falling. When you encounter steps that you cannot climb while carrying Code Talker, don't forget that you can throw him onto an adjacent surface using R2/LT, then pick him up again.

MISSION 46-48



## Mission Area

This is where the **convoy** begins its journey. You trigger its departure by interacting with the deployment plans found in the village, or by moving close to the convoy itself.

The prisoner you have to rescue is detained in this house, to the northeast of the village. Silence all soldiers patrolling in the immediate vicinity, then carry him outside and Fulton extract him after ensuring that no other soldiers are close enough to see or hear this event.

There is an astonishingly simple way to complete this mission in record time, without using a single weapon. Once you arrive in the hot zone, rush to this position by an empty house (ideally from the western mission start point). This will trigger the departure of the convoy, which will reach your position shortly afterwards. When the first tank is right next to you, sprint out of cover and reveal your presence on purpose. The tank will then briefly stop – a fatal mistake by the driver, providing just enough time to Fulton extract it before it can rotate its canon towards you. The truck and the second tank will halt at the same time, enabling you to extract them in turn. The two truck passengers will be sent back to Mother Base along with the truck, satisfying all mandatory objectives with no bloodshed. Exfiltrate the hot zone for an easy S rank.

This is the house where the deployment plans can be found. The moment you collect them, the convoy you have to stop is triggered, so make sure you are fully ready to proceed beforehand. Don't forget to collect the Killer Bee ammo if you earlier obtained the weapon from its previous owner.

## MISSION 49: “[SUBSISTENCE] OCCUPATION FORCES”



### MISSION OVERVIEW

	[ Mission Tasks ]	[ Type ]	[ Details ]
I	Secure the deployment plans.	Optional	An intel file collectible that reveals the route followed by the convoy. Not technically essential, but serves to hurry events along if you start close to the village.
II	Eliminate the colonel	Mandatory	He is inside a truck, escorted by tanks, and will die if you destroy his vehicle.
III	Eliminate all tanks	Mandatory	Following destruction of the convoy.
IV	Extract the colonel.	Optional	You will need to stop his truck to achieve this – for example, by damaging its tires or disabling the driver.
V	Eliminate the colonel and all tanks before they reach Smasef Fort.	Optional	Easy once you are familiar with the mission.
VI	Extract the prisoner held at Sakhra Ee Village.	Optional	Fulton extraction possible.
VII	Extract all tanks	Optional	





Approaching the village from the east is, as before, the best option, especially if you want to complete most or all Mission Tasks. A sniper is posted on the hill, so move slowly as you go up, then crawl out of sight to reach and incapacitate him. Pick up any mines planted in your path by approaching them from behind, as – like all weapons with Subsistence rules in effect – these may prove useful later. Instead of equipping the sniper's rifle, focus on silencing one of the nearby soldiers carrying a Killer Bee rocket launcher. This is an essential step, as you can use this weapon to destroy or stop the vehicles. You can find additional ammunition inside the house with the deployment plans.



## WALKTHROUGH

- 1 Head towards Sakhra Ee Village, moving along the top of the hill. Silence the sniper on the way, and then obtain a Killer Bee rocket launcher from one of the local soldiers.
- 2 Enter the house at the top of the village to find the deployment plans. Pick up the Killer Bee ammo before you interact with the plans. This triggers a cutscene and the departure of the convoy that you need to stop. Retrace your steps to exit the village.
- 3 When you reach a defensible position where you have a good view of the road, prepare an ambush: plant a couple of mines (retrieved on your way up the hill in step 1) in the middle of the road to stop the convoy, then take out both tanks with the Killer Bee. This leaves you with only the colonel riding inside the truck to eliminate or extract.

WALKTHROUGH

**S Rank Notes:** From the western mission start point, sprint to the empty house, close to the convoy's initial position, to trigger its departure. Make a preemptive call to your helicopter to summon it to the nearby landing zone. When the first tank passes by, brazenly sprint out of cover to stop and immediately Fulton recover it while it rotates its canon in your direction. You can then rush to the next two vehicles and extract them one after the other. Exfiltrate the hot zone as soon as your chopper arrives for a guaranteed S rank.

## Notes

- **First Playthrough:** The Subsistence rules transform this moderately complicated early mission into a fascinating puzzle. Like many challenges of this kind, however, learning the most concise solution spoils the fun. We suggest that you play the mission without assistance at first, then return only when burning curiosity or frustration compel you to read further.
- You need to avoid detection at all costs, particularly in the village – having all guards on full alert, soon reinforced by a gunship, is not a manageable scenario.

200 m |



MISSION 49-50



# [❖] MISSION 50: "[EXTREME] SAHELANTHROPUS"

MISSION OVERVIEW		
[ Mission Tasks ]	[ Type ]	[ Details ]
I Destroy Sahelanthropus.	Mandatory	Bring a rocket launcher.
II Destroy the head of Sahelanthropus	Optional	
III Successfully hit the floating boy with an attack.	Optional	Can only be achieved during a special attack performed by Sahelanthropus when its health is low.



## SAHELANTHROPUS

The only things that lie between you and a visit to the Game Over screen during this boss encounter are your wits, and the fact that Big Boss is more agile than you might give him credit for. At his top sprint speed, you can avoid all principal attacks – the rock spire lines, missiles, machine gun barrages – with no more than straight-line speed and occasional directional adjustments.

Though you can jump into armored vehicles and tanks scattered around the area, we advise that you leave them well alone. Due to their ponderous speed and mobility, you might as well be attempting to mount the tip of a church steeple during a thunderstorm.

### Enemy Attacks

- **Machine Gun:** On Extreme difficulty machine gun shots are particularly dangerous, as they are hard to predict and very powerful. Always keep Sahelanthropus in sight and move sideways to escape the threat [01].
- **Flamethrower:** Rather weak during Mission 31, this attack is now very dangerous at close range. You can avoid it entirely if you take care to never linger too close to your opponent [02].
- **Homing Missiles:** You can avoid these projectiles by sprinting between the legs of Sahelanthropus if you are close enough, or destroy them with an assault rifle or a submachine gun [03]. A single bullet is enough to pop each missile. Alternatively, you can sprint at full speed when they are first launched to have them detonate harmlessly in your wake.
- **Pods:** As with the homing missiles, destroy each pod with any automatic weapon [04] or show a clean pair of heels to deal with this attack.
- **Whip Saber:** Sahelanthropus thrusts his saber into the earth, causing series of rock spikes to spring from the ground in your direction. If Big Boss is hit, it will knock him from his feet; if you cannot get back up and move away in time, the following explosion will usually kill him outright.

### Notes

- **First Playthrough:** The increased difficulty of this encounter is punishing at first, and we would suggest that you brace yourself for numerous failed attempts before you acquire the experience and distinct rhythm required to triumph. Sahelanthropus deals massive damage, even with its weaker weapons. It also pursues Big Boss with greater speed and precision than during your initial encounter, leaving you with precious little respite as it maintains its furious assault. At the same time, your attacks deplete its health status bar very, very slowly. The broad strategy does not differ wildly from the approach we suggest for Mission 31 (see page 164), but your execution needs to be relatively flawless.
- A fully maxed CGM 25 rocket launcher is strongly recommended, as it's the only weapon that causes significant damage to the Metal Gear – but the default version will suffice if that's all that you have for now.
- Supply drops will be ordered automatically whenever your supply of any one ammunition type is reduced to zero. This doesn't mean that you can't make manual requests whenever you have a moment to do so. The more missiles, the better.

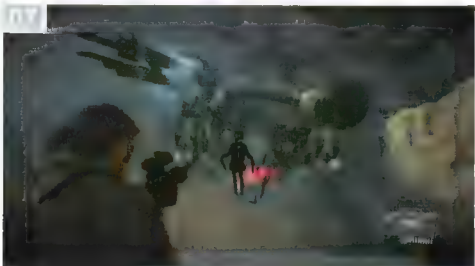
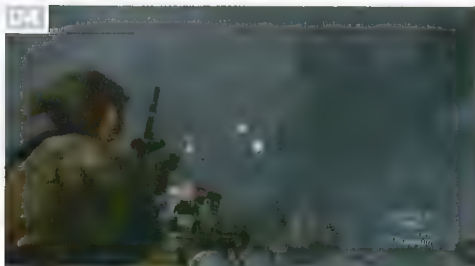
This is possibly the most annoying attack on Extreme difficulty, as the rock spikes appear incredibly quickly. To avoid them, sprint away without pause until the final spike has appeared [05]. If you are surrounded by a circle of rock spikes, blow one up with an automatic weapon to create an exit and escape. At full health, you can also just run into a spike to cause it to disappear for a minor damage penalty – which is sometimes quicker than readying, drawing and firing a weapon.

**Red Mist:** Your opponent releases a red mist that drastically lowers visibility, usually midway through the battle. Activate your night vision goggles to reduce the disadvantage to a manageable level.

**Laser:** In the later stages of the fight, Sahelanthropus jumps to an elevated vantage point and uses one of his most powerful techniques – a laser beam that causes instant death [06]. Thankfully, this attack is telegraphed by the use of a red targeting laser and a distinct "power up" sound effect – a cue to find cover, and fast. This attack cuts through most surfaces and inflicts splash damage, so either seek a solid and substantial rock refuge, or move well out of sight and range. As Sahelanthropus remains stationary for an extended period of time during this attack phase, you could potentially call in an aerial bombardment if you are indifferent to your final mission grade.

**Floating Boy Dash:** When his health status bar is almost completely depleted, Sahelanthropus occasionally charges at you with the floating boy situated ahead of him. This is an easy move to counter, as time slows during the animation. Equip your automatic weapon and aim exclusively at the floating boy [07]; if you miss, the attack will kill you. After a direct hit, though, Sahelanthropus will be incapacitated for a few seconds, leaving his head completely exposed. If you have yet to destroy the head (which completes an optional Mission Task), you can target it now and usually land two shots before the Metal Gear recovers.





WALKTHROUGH

## Strategy

Just as in Mission 31, the ideal equipment configuration for this battle is to use a rocket launcher to attack Sahelanthropus, an automatic weapon to destroy homing projectiles and fire at the floating boy, and night vision goggles to navigate the red mist. As this is a battle where fine margins can matter, taking your most powerful grenade launcher as your second primary and an accurate SMG as your main secondary will improve your options.

Finding the correct balance between aggression and caution is the key to winning this fight. In most other areas of *MGSV*, prudence is preferable: you might not get to your goal quickly, but you'll definitely arrive. Here, though, regular moments of bold and brazen offense are absolutely pivotal. If you constantly flee, waiting for clear opportunities to turn and fire, you'll almost never find them. Instead, you need to learn how to read Sahelanthropus, exploiting momentary post-attack pauses to fire several missiles in succession.

The opening seconds of the fight are a perfect lesson. You have time to fire twice with a rocket launcher before you are obliged to run to avoid a rock spire attack. After you dodge this, though, it's possible to unleash a few more rockets before you need to turn and sprint again. This, in essence, is the best way to fight.

If you can handle it, rotating the camera to view Sahelanthropus while you run away from the Metal Gear's attacks makes a massive difference. It's by doing this that you notice when he is briefly inactive, when he is distracted by a support chopper, or can read signs to intuit his next move. It helps to have a familiar rat-run, where you are completely comfortable navigating a loop within the hot zone without actually looking where you are going for much of the time. The rock-strewn slope behind your starting position and the road that links to either end of it is a perfectly viable circuit.

While the core stomach weak point is always your primary target, don't forget that destroying other body parts can be beneficial. Damaging the arms (to increase the charge time of the saber attack), the thighs (to reduce the number of homing missiles fired) and the white tanks on his back (to cause heavy damage) are all worthwhile gambits that may make a big difference.

Last, but by no means least, a simple tip that some players may forget: you must bring Big Boss to a halt for him to replenish his health. If you are perpetually sprinting to avoid Sahelanthropus, he simply will not heal. Wait for the Metal Gear to perform an attack that is usually followed by a pause – such as the rock spire attack – then duck behind cover until the red veil dissipates.

MISSION 49-50







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# SIDE OPS

In this chapter we provide guidance for all side ops in *Metal Gear Solid V*, offering annotated screenshots and straightforward advice to enable you to complete them without difficulty.

**SPOILER WARNING:** Though we have taken every precaution to avoid insensitive story spoilers, it should go without saying that certain side ops (labeled as “important”) feature characters or events that are tied to the main storyline. When you encounter these in the game, they are highlighted in yellow. For this reason, we recommend that you avoid the pages that cover Side Ops 143 to 150 until you have actual cause to read them. As these assignments are rather straightforward and not particularly difficult, we strongly suggest that you attempt to complete them by yourself at least once before you turn to this chapter for assistance.



# [V] INTRODUCTION

Side ops are assignments that require you to complete a simple objective in a specific area: rescuing a prisoner, eliminating an enemy unit, extracting a person of interest, and so forth.

The optimal way to enjoy these challenges is to complete them gradually as you progress through the main storyline. Whenever you finish a mission by exfiltrating the hot zone on land, check to see if there are any side ops available nearby. You could also deploy in an area with a view to completing a handful of side ops at once if you find a group within reasonable travelling distance.

Your efforts in side ops are not graded, and they are completed the moment that you satisfy the objective. With no points or ratings to worry about, this means that you can complete them in any way you see fit. Being creative in your use of powerful weapons, diversionary items or exotic (even foolhardy) strategies can be one of the most enjoyable ways to play *MGSV*.

In the event that you die during a side op, you are returned to the last checkpoint – usually at the border of the mission area. Furthermore, you also hit a checkpoint the moment that you complete a side op.

Your objective in each side op is represented by a small circular zone highlighted on your iDroid map: blue for most (■), but yellow for those that pertain to the main storyline (■). Your target is always found inside that zone, usually towards its center. Move slowly from the outside to the center, marking (or even better, interrogating) any enemy that you encounter on the way, and you will generally find what you're looking for very quickly. Whenever you need to locate specific individuals, D-Dog is a perfect choice of companion.

Completing side ops will gradually take you to almost every last corner of the Afghanistan and Africa maps. If you always take the time to extract soldiers and loot the mission areas during this process, you will fuel your progress in the Mother Base management metagame by securing a steady stream of resources. This can make a huge difference to your overall progress, enabling you to meet the unlock requirements for powerful late-game equipment and weapons hours in advance of players who favor a work-to-rule approach.





## MISSION AVAILABILITY

All side ops have specific availability conditions. In most cases, you unlock side ops by completing main story missions and/or other side ops. When you meet the prerequisites, the side op in question can then potentially appear in your in-game list.

However, a hidden "Priority" system means that you cannot have more than one side op available in a map "region" at any one time. You can find representations of these regions on the diagrams below and opposite. If the availability conditions for two side ops in the same region are met simultaneously, the one with the lowest Priority number will be the mission that is offered for play (so Priority 1 comes before Priority 10, for example). You will need to head back to the ACC or finish a main mission to update and replenish your selection of available side ops after you complete at least one.

Though you cannot replay side ops at will, there is an exception to this rule: if you have yet to meet the requirements to unlock a new side op in a particular region, a previously completed side op will be made available to play. To avoid inadvertent repetition, consult the Side Ops List via your iDroid before you take on these missions during free roam sessions. If the checkbox is ticked, this means that you have already completed the side op in question.

### AFGHANISTAN:

REGION	LOCATIONS INCLUDED
South	Spugmay Keep
Southwest	Da Shago Kallai, Da Wialo Kallai
Southwest	Eastern Communications Post, Mountain Relay Base
West	Lamar Khaate Palace, Wakh Sind Barracks, Yakho Oboo Supply Outpost
Center	Da Ghwandai Khar, Qarya Sakhra Ee
East	Da Smasei Laman
Northwest	Aabe Shifap Ruins
North	Serak Power Plant, Afghanistan Central Base Camp
Northwest	OKB Zero

### AFRICA:

REGION	LOCATIONS INCLUDED
Southwest	Nova Braga Airport
Southeast	Munoko ya Nioka Station
Center	Ditadi Abandoned Village
East	Ngumba Industrial Zone, Lufwa Valley
Northwest	Mfinda Oilfield, Bwala ya Masa, Kiziba Camp
North	Bampeve Plantation
Northwest	Kungenga Mine

SIDE OPS

INTRODUCTION



Africa



## SIDE OP 1: "EXTRACT INTERPRETER (RUSSIAN)"

Location: Afghanistan, South Region

Order of Priority: 4

Availability: Complete Mission 02 and any other mission. Reward: 30,000 GMP



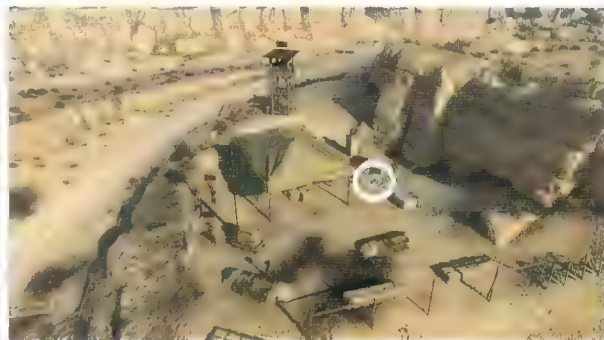
**Walkthrough:** This side op takes place in the guard post to the east of Spugmay Keep. Mark the soldiers from the nearby hill, which makes the process of tranquilizing them all one by one much easier. You can then Fulton recover the interpreter to complete the assignment. He's the one wearing a green beret. This addition to your Mother Base staff will enable you to understand all Russian soldiers on future missions — a very welcome boon.

## SIDE OP 2: "EXTRACT INTERPRETER (PASHTO)"

Location: Afghanistan, Southeast Region

Order of Priority: 2

Availability: Complete Side Op 27. Reward: 30,000 GMP



**Walkthrough:** You will find this interpreter in the guard post to the west of the Mountain Relay Base. Tranquilize the soldiers from a safe distance. Once you Fulton extract your target, you will automatically understand the Pashto language, used by Mujahideen.

## SIDE OP 3: "EXTRACT INTERPRETER (AFRIKAANS)"

Location: Africa (North Region)

Order of Priority: 5

Availability: Complete Mission 14. Reward: 80,000 GMP



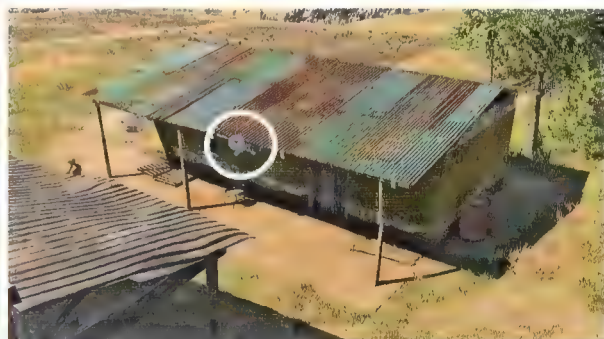
**Walkthrough:** This interpreter is a soldier found in a guard post to the west of Bampeve Plantation, along with a couple of additional enemies. Silence them all for an easy extraction, unless you prefer to lure the interpreter to your position. Recruiting him will enable you to understand all PF soldiers in Africa.

## SIDE OP 4: "EXTRACT INTERPRETER (KIKONGO)"

Location: Africa, Southeast Region

Order of Priority: 5

Availability: Complete Mission 18. Reward: 90,000 GMP



**Walkthrough:** Look for this interpreter in the guard post to the north of Munoko ya Nioka Station. He will enable you to understand all child soldiers.





## SIDE OP 5: “SECURE THE [RIOT SMG] BLUEPRINT”

Location: Afghanistan, Southwest Region  
Availability: Complete Side Op 01.

Order of Priority: 11  
Reward: 30,000 GMP



Walkthrough: The blueprint can be found in this building to the south of Wialo Village.

## SIDE OP 7: “SECURE THE [IR-SENSOR] BLUEPRINT”

Location: Afghanistan, Center Region  
Availability: Complete Mission 21.

Order of Priority: 14  
Reward: 90,000 GMP



Walkthrough: This blueprint lies on top of a small refrigerator, inside a house on the west side of Sakhra Ee Village. Make your approach by walking alongside the cliff to the west to minimize potential enemy encounters.

## SIDE OP 9: “SECURE THE [GUN-CAM DEFENDER] BLUEPRINT”

Location: Africa, Southwest Region  
Availability: Complete Mission 21.

Order of Priority: 16  
Reward: 100,000 GMP



Walkthrough: This blueprint is found on a desk inside the building to the northwest of the Nova Braga Airport's main building. The easiest way to access it is to enter the airport's perimeter via the damaged fence directly to the west.

## SIDE OP 6: “SECURE THE [STUN ARM] BLUEPRINT”

Location: Afghanistan, North Region  
Availability: Unlocked after you build a Medical Platform at Mother Base, and complete at least one of the missions unlocked after Mission 06.

Order of Priority: 12  
Reward: 60,000 GMP



Walkthrough: This blueprint is available at Serak Power Plant. It is found on the central table in the western room inside the northernmost building.

## SIDE OP 8: “SECURE THE [ANTITHEFT DEVICE] BLUEPRINT”

Location: Africa, Northwest Region  
Availability: Complete Mission 21.

Order of Priority: 8  
Reward: 90,000 GMP



Walkthrough: This blueprint lies on a shelf in a tent at the outpost directly east of Bwala ya Masa. The outpost is usually heavily defended, so expect a demanding infiltration. For an easier solution, tranquilizing one soldier from a safe spot, and then repeating the trick as his colleagues move to investigate, is an evergreen tactic. Once the coast is clear, pick up the collectible.

## SIDE OP 10: “SECURE THE [UA-DRONE] BLUEPRINT”

Location: Afghanistan, North Region  
Availability: Complete Mission 21.

Order of Priority: 10  
Reward: 100,000 GMP



Walkthrough: This blueprint lies on top of a crate, inside the small warehouse at the Afghanistan Central Base Camp. It is usually very well guarded, so expect a demanding infiltration — unless you are prepared to battle against all forces in the area. The stealth route we suggest for Mission 12 (see page 99) tends to work very well here as well.

SIDE OPS

SIDE OPS 01-10



## ! “EXTRACT THE HIGHLY-SKILLED SOLDIER” SIDE OPS

In this series of side ops, you are tasked to extract and recruit an enemy soldier for Mother Base. This is often easier said than done, as your targets tend to be stationed in heavily guarded outposts. The following guidelines should prove useful:

- Always use nonlethal weapons, as you need your target alive to Fulton recover him. A tranquilizing sniper rifle is the weapon of choice as it will help you adjust clean headshots without having to sneak too closely. Alternatively, your default handgun is always a viable option.
- If your target wears protective gear, particularly a helmet with a face guard, aim your tranquilizing rounds at any unprotected body parts. Two or three consecutive hits will usually knock a target out when you need an immediate takedown.
- The assignment is completed the moment your target is extracted – in other words, as soon as the Fulton balloons fly into the air. This means that you don't necessarily have to worry about the consequences of your actions, and can take risks that you might not consider during main story missions. As long as your target makes it to Mother Base, what happens afterwards is broadly irrelevant.

### SIDE OP 11: “EXTRACT THE HIGHLY-SKILLED SOLDIER 01”

Location: Afghanistan, West Region

Availability: Complete Mission 02 and any other main mission.

Order of Priority: 2

Reward: 30,000 GMP



**Walkthrough:** Your objective is to extract an enemy soldier – a sniper stationed on a cliff to the south of Yakho Oboo Outpost, along with two colleagues. If you approach from the road to the west of their position, you can take them by surprise and Fulton recover your target.

### SIDE OP 12: “EXTRACT THE HIGHLY-SKILLED SOLDIER 02”

Location: Afghanistan, Southwest Region

Availability: Complete Side Op 05 and Side Op 11.

Order of Priority: 6

Reward: 30,000 GMP



**Walkthrough:** The soldier you are tasked to extract patrols on the east side of Da Wialo Kallai. Approaching from the east, silence any opponent in your way, then incapacitate your target to Fulton recover him.

### SIDE OP 13: “EXTRACT THE HIGHLY-SKILLED SOLDIER 03”

Location: Afghanistan, East Region

Availability: Complete Mission 06 and Side Op 12.

Order of Priority: 6

Reward: 60,000 GMP



**Walkthrough:** The soldier you are tasked to extract is found at the heart of Da Smasei Laman, along with a large group of other enemies. Tranquilize them one by one to avoid a potentially complicated confrontation, then Fulton recover your target.

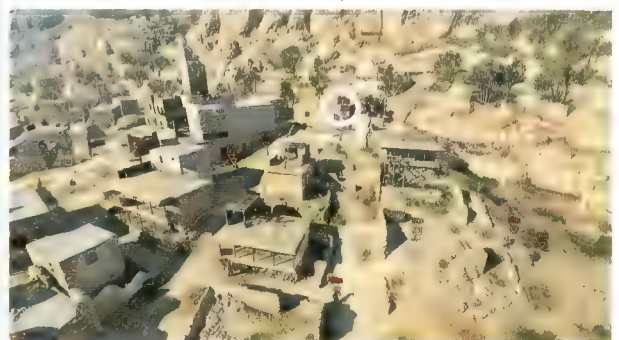
### SIDE OP 14: “EXTRACT THE HIGHLY-SKILLED SOLDIER 04”

Location: Afghanistan, Center Region

Availability: Complete Mission 07 and Side Op 13.

Order of Priority: 8

Reward: 60,000 GMP



**Walkthrough:** This enemy soldier is stationed at Da Ghwandai Khar, along with a large number of colleagues. Infiltrate the village from the east, crouch-walking alongside the north cliff. You can then reach a concealed position behind the building where your target is usually found. Lure him to your position by making some noise, then incapacitate and Fulton recover him.



## SIDE OP 15: "EXTRACT THE HIGHLY-SKILLED SOLDIER 05"

Location: Afghanistan, Northwest Region

Availability: Complete Mission 08 and Side Op 14.

Order of Priority: 7

Reward: 60,000 GMP



**Walkthrough:** Your target is a sniper posted at a vantage point in the southern part of the guard post to the east of Aabe Shifap Ruins. Approaching from the hill to the south, you can surprise him and his colleague from behind for an easy Fulton extraction.

## SIDE OP 16: "EXTRACT THE HIGHLY-SKILLED SOLDIER 06"

Location: Afghanistan, Southeast Region

Availability: Complete Mission 13 and Side Op 15.

Order of Priority: 5

Reward: 80,000 GMP



**Walkthrough:** This soldier is stationed in a small outpost between the Eastern Communications Post and Mountain Relay Base. There are often soldiers standing watch on the cliff to the south of the cliff, so it's wise to incapacitate them first. From the top of the cliff, eliminate any sniper posted on the opposite cliff with a sniper rifle. You can then deal with the remaining soldiers and Fulton recover your target.

SIDE OPS

SIDE OPS 11-20



## SIDE OP 17: "EXTRACT THE HIGHLY-SKILLED SOLDIER 07"

Location: Africa, Southeast Region

Availability: Complete Mission 14.

Order of Priority: 8

Reward: 80,000 GMP



**Walkthrough:** This soldier is part of a squad stationed to the west of Munoko ya Nioka Station. It might be prudent to wait until you unlock the Fulton upgrade that enables you to extract vehicles before you undertake this side op. Begin by eliminating the two snipers posted on the hill to the west, as they can spot you from afar. An approach from the west will keep you out of their sightlines, making them easy prey. You can then silence the soldiers on the road and those behind the armored vehicle. Fulton extract them all, including the vehicle if you have the necessary upgrade.

## SIDE OP 18: "EXTRACT THE HIGHLY-SKILLED SOLDIER 08"

Location: Africa, Northwest Region

Availability: Complete Mission 16 and Side Op 17.

Order of Priority: 8

Reward: 90,000 GMP



**Walkthrough:** The soldier you seek patrols in Mfinda Oilfield, on the level below the oily water separator tank that you destroyed during Mission 13. If you make your approach from the base's west entrance, climbing above the barriers and fences, you can reach the spot where the tank used to be, and then drop down. Tranquelize him (and his colleague if required), then perform the necessary Fulton recovery to complete the assignment.



## SIDE OP 19: “EXTRACT THE HIGHLY-SKILLED SOLDIER 09”

Location: Africa, Center Region

Availability: Complete Mission 19 and Side Op 18.

Order of Priority: 11

Reward: 90,000 GMP



**Walkthrough:** This soldier walks a short patrol in the outpost to the northwest of Ditadi Abandoned Village. There are numerous enemies in the area, so stealthily extracting your target alone is not easy – though eminently possible if you approach from the north and lure the man to your position with a Decoy or a similar tool. You can then incapacitate and Fulton recover him and his bodyguard. Alternatively, clearing the entire outpost is a viable option.

## SIDE OP 20: “EXTRACT THE HIGHLY-SKILLED SOLDIER 10”

Location: Africa, North Region

Availability: Complete Mission 18 and Side Op 19.

Order of Priority: 2

Reward: 100,000 GMP



**Walkthrough:** This soldier is a sniper posted on a small hill to the south of Bampeve Plantation. Despite the presence of a bodyguard next to him, a pair of soldiers patrolling a little further, and a tank on the nearby road, this is not a complicated assignment. Crouch-walk or crawl until you are behind your main target, then silence both him and his bodyguard. You can then Fulton recover them to end the side op. Feel free to extract the tank as well – these are required for certain Combat Deployment missions, and can be deployed for Big Boss to use when a situation calls for brute force.

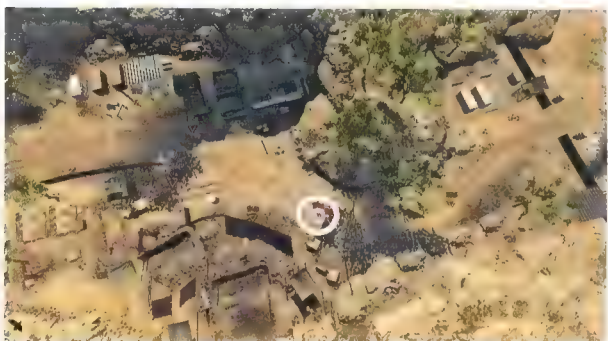
## SIDE OP 21: “EXTRACT THE HIGHLY-SKILLED SOLDIER 11”

Location: Africa, Southeast Region

Availability: Complete Mission 20 and Side Op 20.

Order of Priority: 1

Reward: 100,000 GMP



**Walkthrough:** This soldier awaits in Munoko ya Nioka Station. The area is teeming with enemies. Try to complete the infiltration without incident, tranquilizing guards that you encounter on your way until you can Fulton recover your target.

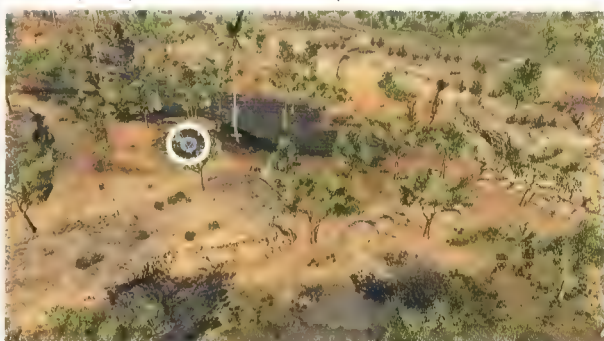
## SIDE OP 22: “EXTRACT THE HIGHLY-SKILLED SOLDIER 12”

Location: Africa, Northeast Region

Availability: Complete Mission 23 and Side Op 21.

Order of Priority: 10

Reward: 100,000 GMP



**Walkthrough:** Your target is an enemy sniper posted on a hill to the south of Kungenga Mine. He is accompanied by a handful of soldiers, including other snipers. Make your approach while crawling at all times, and consider tranquilizing them all with a nonlethal sniper rifle. If you arrive from the plateau to the south, be mindful of the jackals roaming in that vicinity, and stay away from the enemy decoy, as it is under the sniper's surveillance.





## SIDE OP 23: "EXTRACT THE HIGHLY-SKILLED SOLDIER 13"

Location: Afghanistan, South Region

Availability: Complete Mission 31 and Side Op 16.

Order of Priority: 6

Reward: 120,000 GMP



**Walkthrough:** This soldier is a sniper stationed to the west of Spugmay Keep, at the top of a hill, from which he monitors the surrounding area along with a second marksman. A handful of additional soldiers patrol in the vicinity. One effective strategy is to head to the hill directly north of your target, and silence all opponents from a distance with a sniper rifle armed with tranquilizer ammunition. You can then Fulton recover them all.

## SIDE OP 24: "EXTRACT THE HIGHLY-SKILLED SOLDIER 14"

Location: Afghanistan, North Region

Availability: Complete Mission 31 and Side Op 23.

Order of Priority: 6

Reward: 120,000 GMP



**Walkthrough:** This soldier is found on the east side of the Afghanistan Central Base Camp, on the rooftop of a small building right by the shooting range. It's relatively easy to avoid the vast majority of soldiers during your infiltration, then reach the rooftop via the stairs to the south of the building. Incapacitate your target, then Fulton recover him.

SIDE OPS

SIDE OPS 11-20

SIDE OPS 21-30

## SIDE OP 25: "EXTRACT THE HIGHLY-SKILLED SOLDIER 15"

Location: Africa, East Region

Availability: Complete Mission 31 and Side Op 22.

Order of Priority: 5

Reward: 140,000 GMP



**Walkthrough:** Your target is an armored soldier who patrols on the uppermost floor of the mansion in Lufwa Valley. This means you will need to infiltrate the mansion by its front entrance, then make your way up, silencing all enemies you encounter on your way. Be sure to use nonlethal weapons to avoid killing your target by accident, and take it slowly to avoid being detected – open conflict can be chaotic and unmanageable here. Your target's patrol route briefly takes him out onto a balcony, where you can Fulton extract him. Don't go too far on the balcony, though, as a nearby sniper could spot you.

## SIDE OP 26: "EXTRACT THE HIGHLY-SKILLED SOLDIER 16"

Location: Afghanistan, Northeast Region

Availability: Complete Mission 31 and Side Op 24.

Order of Priority: 6

Reward: 180,000 GMP



**Walkthrough:** This mission takes place in OKB Zero and requires you not only to infiltrate the fortress, but also to extract a soldier located under the arcades, in the center of the compound. Given the number of troops around him, you will need to incapacitate at least a few of them to reach your target. As OKB Zero is usually a treasure-trove of resources for Mother Base, it may be worth your while to methodically clear the base of enemies to facilitate a few minutes of lucrative, uninterrupted plunder.

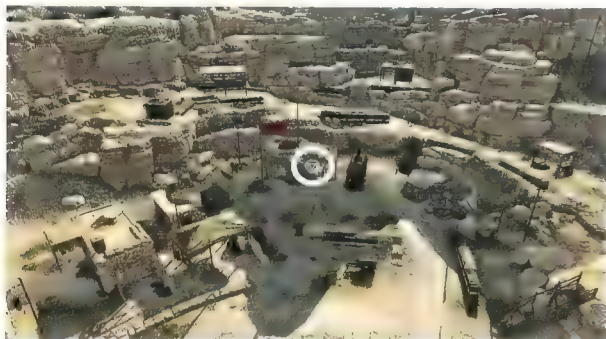




## SIDE OP 27: "PRISONER EXTRACTION 01"

Location: Afghanistan, Southeast Region  
Availability: Complete Side Op 05.

Order of Priority: 9  
Reward: 30,000 GMP

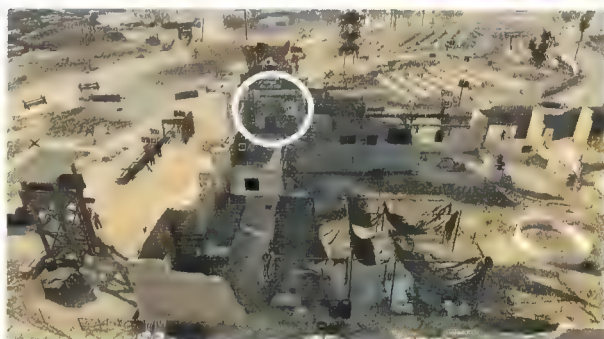


**Walkthrough:** This prisoner is held inside the building with the radio transmitter in the middle of the Eastern Communications Post. If you want to sneak through the enemy defenses stealthily, approach from the slope to the west and go through the building's collapsed rear wall, incapacitating the guard watching over the prisoner. You can then throw the prisoner through the opening to Fulton recover him outside.

## SIDE OP 28: "PRISONER EXTRACTION 02"

Location: Afghanistan, Southwest Region  
Availability: Complete Side Op 27.

Order of Priority: 4  
Reward: 30,000 GMP

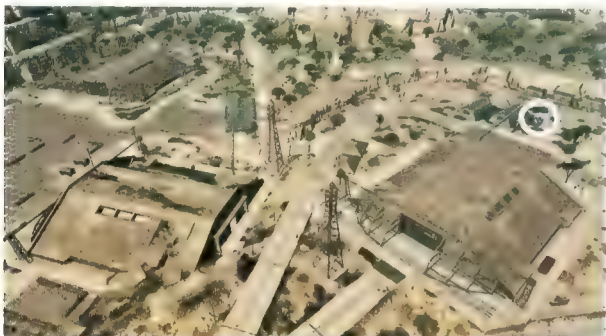


**Walkthrough:** This prisoner awaits you in Shago Village, inside the main building, on the upper floor level. There are lots of enemies in the area, so it's a good idea to mark as many as you can before you attempt the infiltration.

## SIDE OP 29: "PRISONER EXTRACTION 03"

Location: Afghanistan, North Region  
Availability: Complete Mission 08 and Side Op 28.

Order of Priority: 9  
Reward: 60,000 GMP

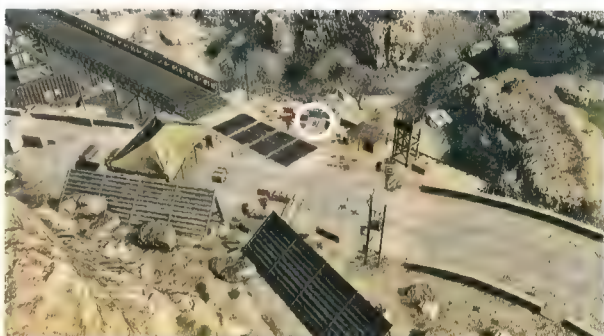


**Walkthrough:** You can find this prisoner in the Afghanistan Central Base Camp, inside a tent directly to the north of the easternmost hangar. You can use the same infiltration route as during Mission 12 (see page 99), heading towards the easternmost hangar instead of the one to the north. Be mindful of the presence of a sniper on a small building to the east of the tent. Silencing him in advance can make things much easier.

## SIDE OP 30: "PRISONER EXTRACTION 04"

Location: Afghanistan, Southeast Region  
Availability: Complete Mission 09 and Side Op 29.

Order of Priority: 13  
Reward: 60,000 GMP



**Walkthrough:** This prisoner is detained on the west side of the bridge at the Mountain Relay Base. If you approach from the hill to the northwest, you can mark all soldiers around him and neutralize them in turn before Fulton extracting the prisoner.





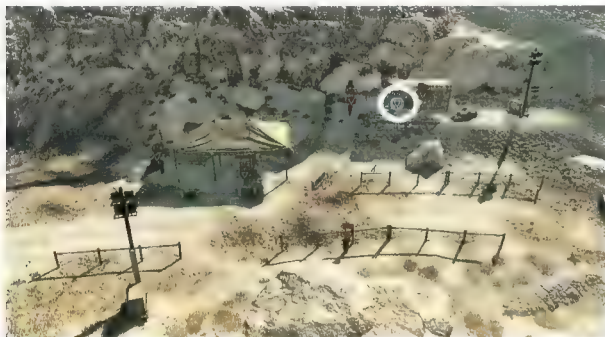
## SIDE OP 31: "PRISONER EXTRACTION 05"

Location: Afghanistan, East Region

Order of Priority: 2

Availability: Complete Mission 10 and Side Op 30.

Reward: 80,000 GMP



**Walkthrough:** You need to extract this prisoner from the guard post to the west of Da Smasei Laman. With few soldiers in the area, the easiest solution is to incapacitate them all before Fulton recovering the prisoner. Watch out for the red explosive barrels – stray shots can lead to disaster.

## SIDE OP 32: "PRISONER EXTRACTION 06"

Location: Africa, Center Region

Order of Priority: 5

Availability: Complete Mission 13.

Reward: 80,000 GMP



**Walkthrough:** Your objective is to extract the prisoner held inside the building in a small guard post to the west of Ditadi Abandoned Village. The only difficulty, and one that might not be immediately apparent, is the presence of a sniper on the cliff to the west of the guard post. Disable him in advance, as he will otherwise detect you as you rescue the prisoner. You can ignore the other soldiers if you so wish.

SIDE OPS

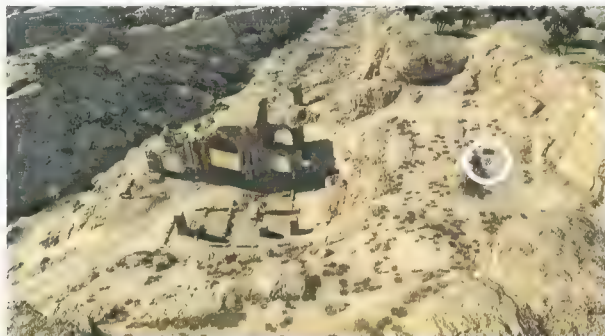
## SIDE OP 33: "PRISONER EXTRACTION 07"

Location: Afghanistan, South Region

Order of Priority: 8

Availability: Complete Mission 13 and Side Op 31.

Reward: 80,000 GMP



**Walkthrough:** This prisoner lies high on the hill to the east of Spugmay Keep. It's easy to sneak over to him, but no great trial to silence the troops deployed in the ruins beforehand.

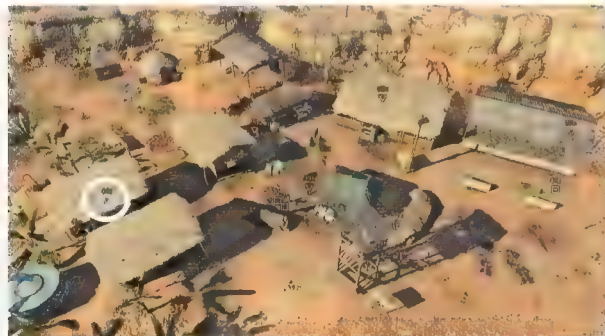
## SIDE OP 34: "PRISONER EXTRACTION 08"

Location: Africa, North Region

Order of Priority: 1

Availability: Complete Mission 16 and Side Op 32.

Reward: 90,000 GMP



**Walkthrough:** This prisoner is detained in a small building at the heart of Bampeve Plantation. You will need to silence most of the soldiers in the area to Fulton recover your target without incident. You can then Fulton recover all of them, including the prisoner, to supply new recruits for Mother Base and complete this side op simultaneously.

SIDE OPS 21-30

SIDE OPS 31-40





## SIDE OP 35: "PRISONER EXTRACTION 09"

Location: Afghanistan, Northwest Region

Order of Priority: 7

Availability: Complete Mission 17 and Side Op 33.

Reward: 90,000 GMP



**Walkthrough:** The prisoner you need to rescue lies on the ground in an empty pool at Aabe Shifap Ruins. The catch is that she is under the close surveillance of four snipers, found to the east, south, southwest and northwest of her position. Neutralize all of these before you proceed. If you leave a single marksman alive, he will spot you as you make contact with the target.

## SIDE OP 36: "PRISONER EXTRACTION 10"

Location: Afghanistan, West Region

Order of Priority: 1

Availability: Complete Mission 17 and Side Op 35.

Reward: 90,000 GMP



**Walkthrough:** The target is locked inside one of the huts outside Lamar Khaate Palace. Approach from the north to avoid an annoying sniper posted on the palace's rooftop, and tranquilize all the soldiers in the area. You can then unlock the door and extract the prisoner.

## SIDE OP 37: "PRISONER EXTRACTION 11"

Location: Africa, Northwest Region

Order of Priority: 7

Availability: Complete Mission 18 and Side Op 34.

Reward: 100,000 GMP



**Walkthrough:** This prisoner lies on a rooftop at this location, by the road to the southeast of Bwala ya Masa. To reach her, step on the pile of tires then climb to the rooftop itself. Note that wild animals roaming in the area may attack the local soldiers.

## SIDE OP 38: "PRISONER EXTRACTION 12"

Location: Africa, East Region

Order of Priority: 3

Availability: Complete Mission 20 and Side Op 37.

Reward: 100,000 GMP



**Walkthrough:** You can find this prisoner in the river close to Ngumba Industrial Zone, before the tunnel. Approaching from the broken bridge to the northwest, you can tranquilize the first guard that you encounter, then repeat this with all those who come to investigate. Crawl at all times, though, or a sniper at the end of the valley may spot you. Once the coast is clear, you can Fulton extract the prisoner. Another effective approach is to climb to the opposite side of the broken bridge and take up position on the cliff. From here, you can tranquilize all enemies with a sniper rifle, including the enemy marksman.





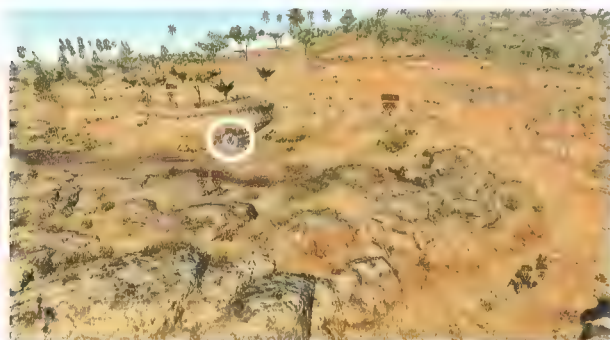
## SIDE OP 39: "PRISONER EXTRACTION 13"

Location: Africa, North Region

Availability: Complete Mission 20 and Side Op 38.

Order of Priority: 10

Reward: 100,000 GMP



**Walkthrough:** This prisoner lies on a hill to the south of Bampeve Plantation, with half a dozen soldiers patrolling around him. The easiest way to get to him is to go down the hill, approaching from the northeast, picking off any enemies that you encounter on the way.

## SIDE OP 40: "PRISONER EXTRACTION 14"

Location: Africa, Northeast Region

Availability: Complete Mission 21 and Side Op 39.

Order of Priority: 8

Reward: 100,000 GMP



**Walkthrough:** This prisoner is found in the canyon to the south of Kungenga Mine. Once you've cleared the area, you can perform an easy Fulton recovery.

SIDE OPS

## SIDE OP 41: "PRISONER EXTRACTION 15"

Location: Africa, Southwest Region

Availability: Complete Mission 23 and Side Op 40.

Order of Priority: 1

Reward: 100,000 GMP



**Walkthrough:** This prisoner lies on the ground in the southern hangar at Nova Braga Airport. Entering the airport's perimeter from the gate to the south will mean that you encounter very few opponents on the way. However, there are many guards patrolling in and around the hangar. Tranquilize one, then repeat the trick as his comrades approach to investigate. Note that a sniper may be posted on the building to the north. Be sure to check, and, if necessary, snipe him prior to rescuing your target, or he may raise the alarm.

## SIDE OP 42: "PRISONER EXTRACTION 16"

Location: Africa, Southeast Region

Availability: Complete Mission 26 and Side Op 41.

Order of Priority: 1

Reward: 100,000 GMP



**Walkthrough:** This prisoner is detained in the small building at the west entrance of Munoko ya Nioka Station, with a gunship complicating matters. You can enter the perimeter from the small hill to the north, incapacitating only the two soldiers standing guard. You should then be clear to Fulton recover the prisoner without alerting the others.

SIDE OPS 31-40

SIDE OPS 41-50





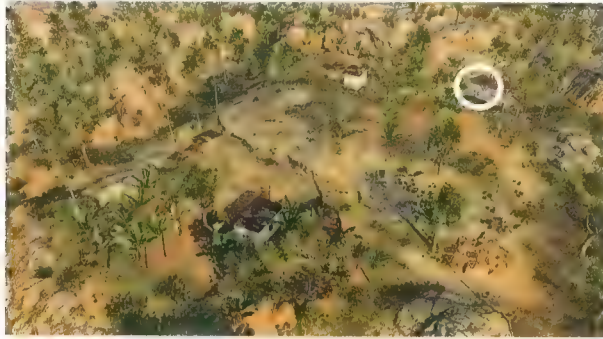
## SIDE OP 43: "PRISONER EXTRACTION 17"

Location: Africa, Northeast Region

Availability: Complete Mission 26 and Side Op 42.

Order of Priority: 2

Reward: 100,000 GMP



**Walkthrough:** This prisoner is held in a small building to the east of Kungenga Mine. The area is guarded by a squad, including snipers posted on the hill. You can easily circle around them, though: simply walk alongside the rock cliff to the south. The building itself is protected by three armored soldiers, two of whom stand inside. Tranquilize them one by one or lure them away with Decoys; sleeping gas grenades can also work. Avoiding open conflict makes sense, as a random shot or explosion could lead to the death of the prisoner. Once the coast is clear, Fulton recover him to end the assignment.

## SIDE OP 44: "PRISONER EXTRACTION 18"

Location: Afghanistan, Center Region

Availability: Complete Mission 31 and Side Op 36.

Order of Priority: 7

Reward: 120,000 GMP



**Walkthrough:** This prisoner is located in the house at the top of Qarya Sakhra Ee, where you found the deployment plans during Mission 08. You can sneak to her position by moving alongside the south hill, but you will need to deal with the guards in her immediate vicinity before you extract her. Stealth is strongly recommended: the troops in the village are numerous, and it's hard to find defensible positions if you enter open conflict.



## SIDE OP 45: "PRISONER EXTRACTION 19"

Location: Afghanistan, Northeast Region

Availability: Complete Mission 32 and Side Op 44.

Order of Priority: 1

Reward: 180,000 GMP



**Walkthrough:** Head to OKB Zero to extract this prisoner, who is held inside a small building close to the base's west wall. Infiltrate the compound by walking alongside the western wall to reach your target without being detected. Incapacitate any hostiles guarding the door or patrolling nearby before you carry the prisoner outside for a Fulton extraction.

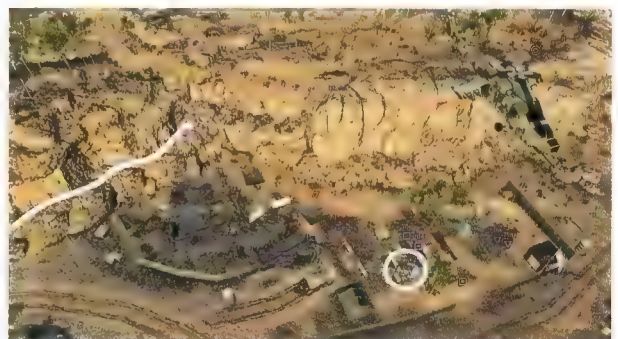
## SIDE OP 46: "PRISONER EXTRACTION 20"

Location: Africa, Southeast Region

Availability: Complete Mission 35 and Side Op 43.

Order of Priority: 5

Reward: 200,000 GMP



**Walkthrough:** This prisoner is detained inside a small building at the heart of Munoko ya Nioka Station. Enter the perimeter from the west entrance and crawl alongside the north rock wall. A concealed path behind rocks will take you to within 50 meters of your target. Drop down to the fenced area and silence any soldiers in your way, as well as all those that might come to investigate. Crawl at all times to avoid being detected by the gunship. Fulton recover the prisoner as soon as you can to complete the objective, then leave the area through the nearby eastern entrance.



## SIDE OP 47: “EXTRACT THE LITTLE LOST SHEEP”

Location: Afghanistan, Southwest Region  
Availability: Complete Side Op 05.

Order of Priority: 1  
Reward: 30,000 GMP



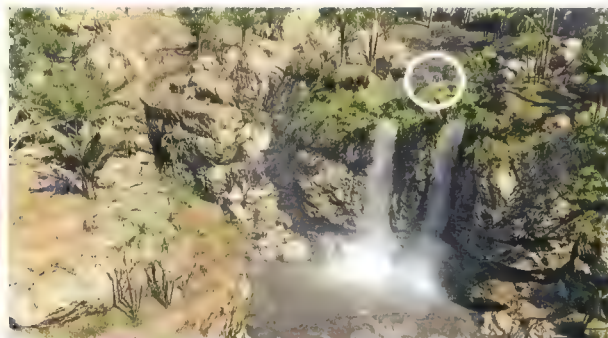
Walkthrough: The sheep in question is found in the northeastern area of Wialo Village, with only a couple of soldiers nearby. Incapacitate them and then knock the sheep out with a tranquilizer dart before you Fulton recover it.



## SIDE OP 49: “CAPTURE THE LEGENDARY IBIS”

Location: Africa, East Region  
Availability: Complete Mission 31.

Order of Priority: 6  
Reward: 100,000 GMP

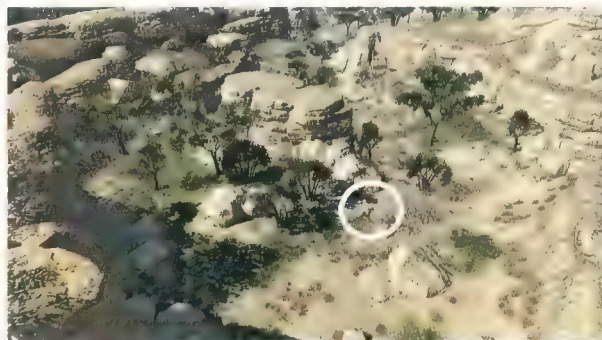


Walkthrough: This bird flies above the large waterfall in Lufwa Valley. Take the time to identify it through the binoculars as there are other birds in the area. Though it's possible to tranquilize it while it is in the air, waiting for it to land makes things much easier – as does the use of a nonlethal sniper rifle. Once you put it to sleep, move to its position to Fulton recover the target.

## SIDE OP 48: “CAPTURE THE LEGENDARY BROWN BEAR”

Location: Afghanistan, Northwest Region  
Availability: Complete Mission 09.

Order of Priority: 4  
Reward: 80,000 GMP



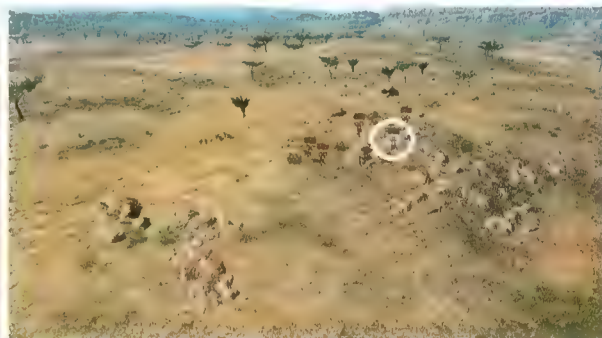
Walkthrough: This bear usually roams in the canyon to the southeast of Aabe Shifap Ruins. He is incredibly resilient, so expect a long fight. Using your best nonlethal weapons, attack him relentlessly until he loses consciousness, then Fulton extract the animal. You will need to dodge his charges regularly, which can be achieved by quick diving sideways. A grenade launcher firing sleep grenades or an automatic weapon with stun properties is the fastest way to finish this challenge.



## SIDE OP 50: “CAPTURE THE LEGENDARY JACKAL”

Location: Africa, Southwest Region  
Availability: Complete Mission 31.

Order of Priority: 5  
Reward: 100,000 GMP



Walkthrough: This animal roams on the savanna south of Nova Braga Airport, accompanied by a sizable pack. Tranquilize them all from a safe distance, then Fulton recover your target.

SIDE OPS

SIDE OPS 41-50



## "WANDERING MOTHER BASE SOLDIERS" SIDE OPS

In this series of side ops, your goal is to extract a lone soldier, usually wandering in a remote location. Here are a few tips that will help you to complete these challenges:

Each target is extremely vigilant, so approach stealthily – ideally crawling and making use of any cover element in the area. Having D-Dog with you will help you to locate the soldier with relatively little effort, so he's your go-to Buddy for these assignments. A night deployment will also work in your favor.

You have to use nonlethal weapons to incapacitate each target. With tranquilizer darts, nothing short of a clean headshot will suffice. For that reason, a sniper rifle should be your weapon of choice; they alone can offer the range and precision that you need. Don't attempt CQC or very close approaches: if the soldiers notice Big Boss, they can knock him out with a single blow.

If you miss your shot or are detected, the soldier will sprint away to a new location at high speed, and may use diversionary grenades to cover their escape and deter immediate pursuit. This will usually mean that you will need to search the area to discover them again. As a rule, don't hurry to take your initial shot: patience will save you time with these challenges.

There is a simple trick that makes these side ops ridiculously easy to complete: you can safely approach any of the Wandering Mother Base Soldiers if you equip a cardboard box (any model) or play the "Love Deterrence" song through the iDroid speaker. This Easter egg is very funny to see at least once, as the soldiers have a unique reaction when they notice Big Boss's signature ruse. Naturally, it's also a perfect solution if you struggle to extract a particular target.

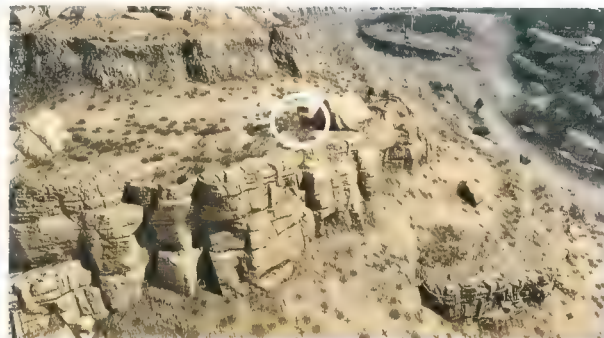
Completing side ops in this chain provides you with photographs that are used to advance a "secret" side-story at Mother Base. See page 284 for details.



## SIDE OP 51: "EXTRACT THE WANDERING MOTHER BASE SOLDIERS 01"

Location: Afghanistan, Southeast Region  
Availability: Complete Mission 06.

Order of Priority: 3  
Reward: 30,000 GMP



**Walkthrough** You will find your target to the northeast of the Eastern Communications Post, usually very high on the hill.

## SIDE OP 52: "EXTRACT THE WANDERING MOTHER BASE SOLDIERS 02"

Location: Afghanistan, Southwest Region  
Availability: Complete Mission 08 and Side Op 51.

Order of Priority: 4  
Reward: 60,000 GMP

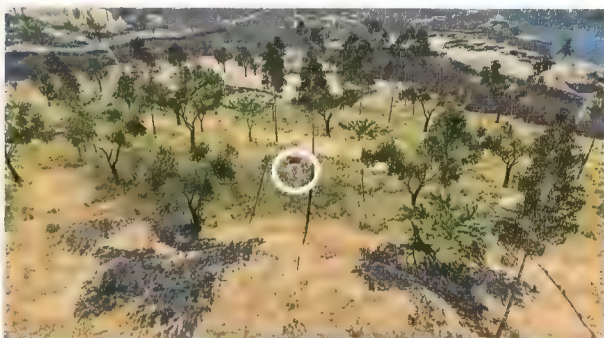


**Walkthrough** This soldier roams to the southwest of Da Shago Kallai. If he detects you, he will drop a smoke grenade to cover his escape.

## SIDE OP 53: "EXTRACT THE WANDERING MOTHER BASE SOLDIERS 03"

Location: Africa, Northwest Region  
Availability: Complete Mission 16 and Side Op 52.

Order of Priority: 5  
Reward: 80,000 GMP



**Walkthrough** This soldier wanders to the east of Bwala ya Masa. If he detects you, he will drop a sleep grenade and run away.



## SIDE OP 54: "EXTRACT THE WANDERING MOTHER BASE SOLDIERS 04"

Location: Africa, Southwest Region

Order of Priority: 8

Availability: Complete Mission 20 and Side Op 53.

Reward: 90,000 GMP



Walkthrough: You will find this target to the west of Nova Braga Airport. Should he detect you, he will drop a stun grenade to cover his escape.

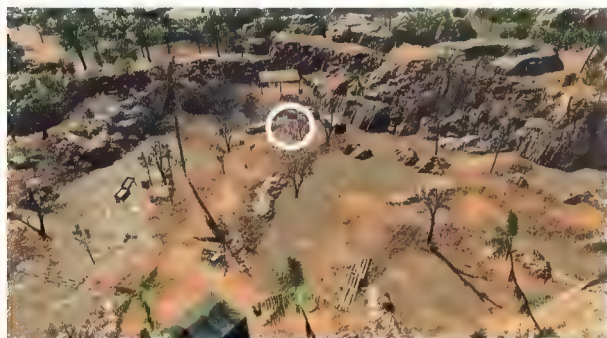
## SIDE OP 55: "EXTRACT THE WANDERING MOTHER BASE SOLDIERS 05"

Location: Africa, Northeast Region

Order of Priority: 2

Availability: Complete Mission 23 and Side Op 54.

Reward: 100,000 GMP



Walkthrough: This soldier wanders near Kungenga Mine, usually wearing a shield on his back. If he detects you, he will drop a stun grenade and run away.

## SIDE OP 56: "EXTRACT THE WANDERING MOTHER BASE SOLDIERS 06"

Location: Africa, Southeast Region

Order of Priority: 7

Availability: Complete Mission 31 and Side Op 55.

Reward: 120,000 GMP



Walkthrough: Your target roams to the east of Munoko ya Nioka Station. If he detects you he will activate a cloaking device and run away, making it harder to track him down. If this happens, equip your night vision goggles.

## SIDE OP 57: "EXTRACT THE WANDERING MOTHER BASE SOLDIERS 07"

Location: Afghanistan, West Region

Order of Priority: 7

Availability: Complete Mission 31 and Side Op 56.

Reward: 140,000 GMP



Walkthrough: This target wanders in the river to the south of Yakho Oboo Outpost, most commonly under a bridge. If he detects you, he will drop a smoke grenade and activate a cloaking device. As before, night vision goggles will enable you to find him with greater ease.



SIDE OPS

SIDE OPS 51-60



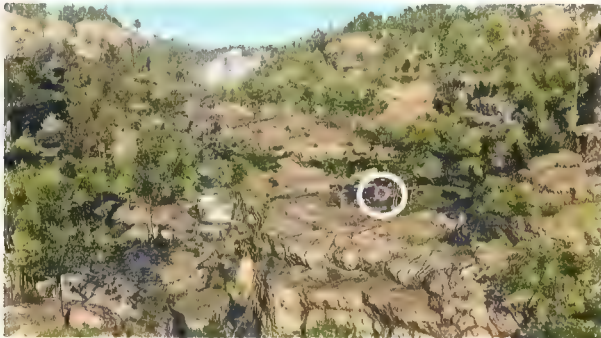
## SIDE OP 58: “EXTRACT THE WANDERING MOTHER BASE SOLDIERS 08”

Location: Africa, East Region

Availability: Complete Mission 35 and Side Op 57.

Order of Priority: 2

Reward: 180,000 GMP



**Walkthrough** Your target wanders in the southern section of Lufwa Valley. If you are spotted, the soldier will throw a sleep grenade at you and activate a cloaking device to cover his escape.

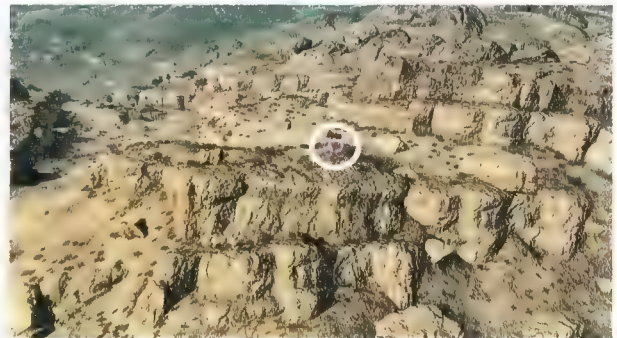
## SIDE OP 59: “EXTRACT THE WANDERING MOTHER BASE SOLDIERS 09”

Location: Afghanistan, East Region

Availability: Complete Mission 38 and Side Op 58.

Order of Priority: 3

Reward: 200,000 GMP



**Walkthrough** This soldier wanders on a hill to the east of Qarya Sakhra Ee. If he detects you, he will drop a stun grenade and activate a cloaking device before he runs.



## SIDE OP 60: “EXTRACT THE WANDERING MOTHER BASE SOLDIERS 10”

Location: Afghanistan, Northwest Region

Availability: Complete Mission 38 and Side Op 59.

Order of Priority: 4

Reward: 300,000 GMP



**Walkthrough** This lone soldier wanders in the Aabe Shifap Ruins. He is equipped with a shield, which can complicate matters. If he detects you, he will drop a stun grenade and activate a cloaking device.

## SIDE OP 61: “UNLUCKY DOG 01”

Location: Afghanistan, West Region

Availability: Complete Mission 06.

Order of Priority: 6

Reward: 60,000 GMP



**Walkthrough** This prisoner is detained in the cell in the north corner of Yakho Oboo Outpost. With no score to worry about, you can be creative in the approach you use to rescue him. A diversionary explosion close at the front entrance to draw guards outside while you sneak in through the back gate is very effective. You can then Fulton extract the prisoner via the hole in the roof found in the room adjacent to his cell.



## SIDE OP 62: "UNLUCKY DOG 02"

Location: Afghanistan, East Region

Order of Priority: 8

Availability: Complete Mission 07 and Side Op 61.

Reward: 80,000 GMP



**Walkthrough:** The two prisoners you need to rescue are held in a small hut close to the amphitheater steps in Da Smasei Laman. Silence the nearby guards before you attempt to unlock the door.

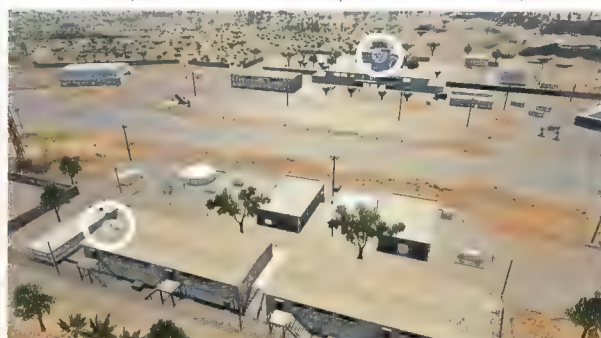
## SIDE OP 63: "UNLUCKY DOG 03"

Location: Africa, Southwest Region

Order of Priority: 6

Availability: Complete Mission 19 and Side Op 62.

Reward: 100,000 GMP



**Walkthrough:** The first prisoner you need to extract is found on a rooftop on the east side of Nova Braga Airport. You can reach him via a ladder on the building's north wall. As for the second prisoner, you will find him on the rooftop of the airport's main building, right by the control tower. Use the ladder on the north face of the control tower to reach him.

SIDE OPS

## SIDE OP 64: "UNLUCKY DOG 04"

Location: Africa, East Region

Order of Priority: 6

Availability: Complete Mission 31 and Side Op 63.

Reward: 180,000 GMP



**Walkthrough:** Once again, you need to extract two prisoners. The first is under the close surveillance of guards, right outside the canvas tent to the west of Lufwa Valley's mansion – in front of the main waterfall. You will need to silence most of the local troops to retrieve him. Once you have accomplished this, the location of the second prisoner appears on your iDroid map. He is situated at the foot of a small waterfall that you can reach by taking the path to the north of the mansion. A gunship patrols in the area, so be cautious and crawl whenever necessary.

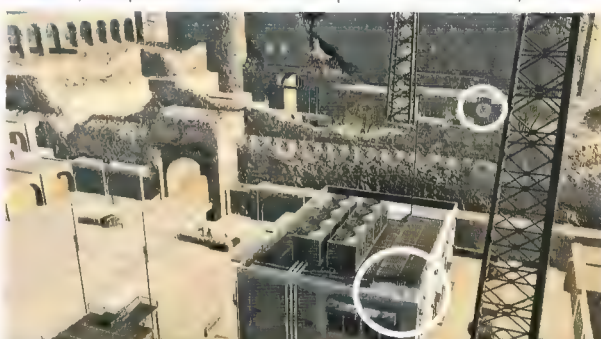
## SIDE OP 65: "UNLUCKY DOG 05"

Location: Afghanistan, Northeast Region

Order of Priority: 3

Availability: Complete Mission 31 and Side Op 64.

Reward: 200,000 GMP



**Walkthrough:** This assignment requires you to extract two prisoners from OKB Zero. They are both detained on the east side of the base. This means that you will either need to complete an extremely stealthy infiltration (see guidance on page 162 to refresh your memory) or to patiently clear it of most soldiers – making this side op one of the harder ones. If you opt for silence and subtlety, moving alongside the south wall is the best way to sneak past most guards.

SIDE OPS 51-60

SIDE OPS 61-70





## ! "ELIMINATE THE HEAVY INFANTRY" SIDE OPS

In these side ops, your assignment is to eliminate squads of soldiers clad in full body armor. You might be tempted to go in with all guns blazing, but this is rarely a neat or effective solution: they can withstand a lot of punishment, and you may quickly find yourself surrounded and outgunned.

- As these targets often have stats that make them suitable for recruitment to Mother Base, the best way to get rid of heavy infantry is to incapacitate them with CQC, then Fulton recover them. Alternatively, you can use a powerful sniper rifle and take them down with headshots.
- To get close to your targets, or to isolate them from their comrades, create diversions. Items such as magazines and Decoys work brilliantly. Briefly emerging from cover (to arouse suspicion and encourage a target to investigate) or ordering D-Dog to bark can be just as effective.
- Extract your victims gradually to avoid a situation where they wake up and raise the alarm. If you lure each soldier away from the others by creating diversions, you can then usually move your victim to a safe distance before Fulton recovering them. Always be sure to choke your victims to ensure that they remain incapacitated for longer. Standard throws are impractical: the stun effect is very temporary.

### SIDE OP 66: "ELIMINATE THE HEAVY INFANTRY 01"

Location: Afghanistan, West Region  
Availability: Complete Mission 07.

Order of Priority: 4  
Reward: 80,000 GMP



**Walkthrough:** This relatively simple assignment has you eliminate two armored soldiers stationed at the guard post to the north of Lamar Khaate Palace. Approach the two targets stealthily and stun them with CQC, before Fulton extracting them.

### SIDE OP 67: "ELIMINATE THE HEAVY INFANTRY 02"

Location: Afghanistan, West Region  
Availability: Complete Mission 09 and Side Op 66.

Order of Priority: 6  
Reward: 80,000 GMP

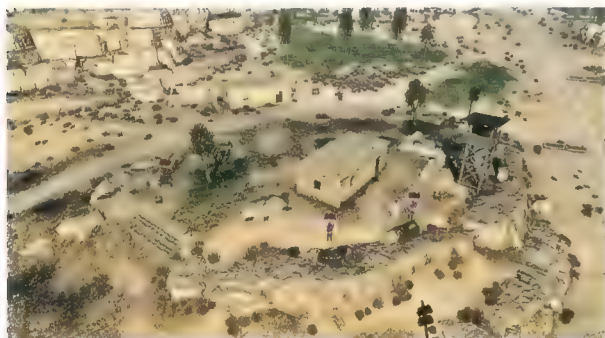


**Walkthrough:** Your goal is to dispatch two armored soldiers patrolling to the southeast of Yakho Oboo Outpost. Sniper rifle headshots will naturally suffice here. For a quieter approach, create a diversion with a Decoy or similar item, then move behind them to perform CQC takedowns to ready them for extraction.

### SIDE OP 68: "ELIMINATE THE HEAVY INFANTRY 03"

Location: Afghanistan, Northwest Region  
Availability: Complete Mission 10 and Side Op 67.

Order of Priority: 4  
Reward: 90,000 GMP



**Walkthrough:** Your goal is to eliminate or extract three armored soldiers in the guard post to the east of Aabe Shifap Ruins. Silencing them one by one with CQC and Fulton recovering them is relatively simple.

### SIDE OP 69: "ELIMINATE THE HEAVY INFANTRY 04"

Location: Afghanistan, Center Region  
Availability: Complete Mission 13 and Side Op 68.

Order of Priority: 5  
Reward: 90,000 GMP



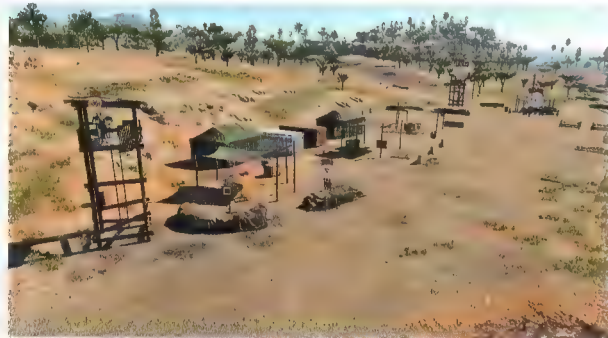
**Walkthrough:** This squad of heavily armored troops patrols to the west of Qarya Sakhra Ee. The proximity of a guard post means that open conflict is a bad idea, as reinforcements will arrive in mere seconds. Your best bet is to lure individual soldiers away from the others, then stun them with CQC. Fulton recover your victim, then repeat until all of the targets have been extracted.



## SIDE OP 70: "ELIMINATE THE HEAVY INFANTRY 05"

Location: Africa, Center Region  
Availability: Complete Mission 14.

Order of Priority: 2  
Reward: 90,000 GMP

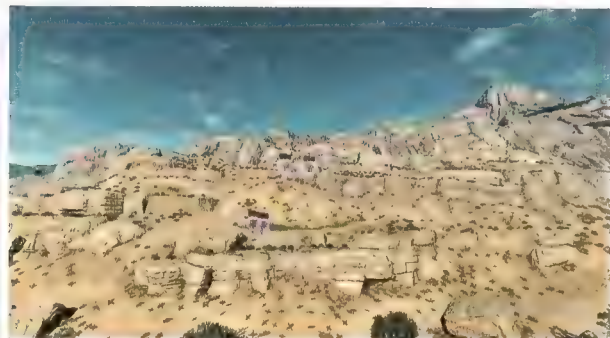


**Walkthrough:** There are four targets in this side op. You can opt for violence and try to annihilate them with launchers or a sniper rifle, but approaching them from behind and incapacitating them with CQC isn't especially taxing. Start with the soldiers patrolling on the ground, as those on the watchtowers tend to fix their gaze on the surrounding area.

## SIDE OP 72: "ELIMINATE THE HEAVY INFANTRY 07"

Location: Afghanistan, Southeast Region  
Availability: Complete Mission 13 and Side Op 69.

Order of Priority: 9  
Reward: 100,000 GMP



**Walkthrough:** The armored soldiers that you have to eliminate patrol to the west of the Mountain Relay Base. As with prior missions of this ilk, isolating each one in turn to knock them out with CQC works best.

## SIDE OP 71: "ELIMINATE THE HEAVY INFANTRY 06"

Location: Africa, Southwest Region  
Availability: Complete Mission 18 and Side Op 70.

Order of Priority: 5  
Reward: 100,000 GMP



**Walkthrough:** This squad of four armored soldiers is deployed in the guard post directly south of Nova Braga Airport. Approaching from the north, sneak behind the two patrolling soldiers and throw them to the ground with CQC while no one else is nearby. You can use the same trick on the third lone guard, then Fulton extract all three. The soldier in the watchtower should be completely oblivious to these events. Either sneak up the ladder for a CQC takedown and extraction, or blow up the entire structure with any explosive.

## SIDE OP 73: "ELIMINATE THE HEAVY INFANTRY 08"

Location: Afghanistan, East Region  
Availability: Complete Mission 17 and Side Op 72.

Order of Priority: 4  
Reward: 100,000 GMP

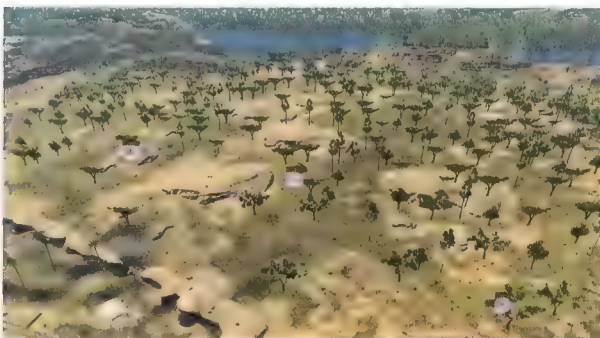


**Walkthrough:** This unit is stationed in the guard post to the west of Da Smasei Laman. If none of them appear to be suitable candidates for Mother Base, there is no reason why you can't just pick them off from a distance with a suppressed sniper rifle.

## SIDE OP 74: "ELIMINATE THE HEAVY INFANTRY 09"

Location: Africa, Northwest Region  
Availability: Complete Mission 19 and Side Op 71.

Order of Priority: 12  
Reward: 120,000 GMP



**Walkthrough:** Your targets are six heavily armored soldiers deployed to the east of Bwala ya Masa. They are spread out in three pairs, which makes it rather easy to neutralize them with CQC attacks. The biggest threat in this assignment is the proximity of a guard post: if you are detected, reinforcements may soon enter the fray.



SIDE OPS

SIDE OPS 61-70

SIDE OPS 71-80



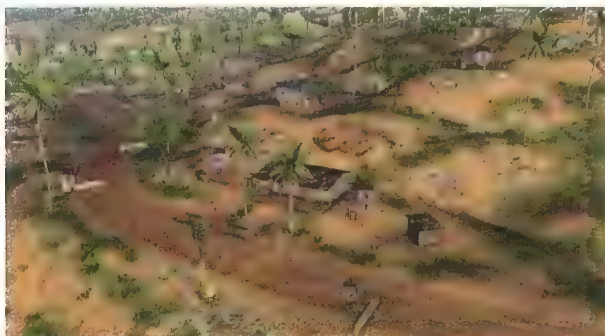
## SIDE OP 75: “ELIMINATE THE HEAVY INFANTRY 10”

Location: Africa, North Region

Availability: Complete Mission 20 and Side Op 41.

Order of Priority: 5

Reward: 120,000 GMP



**Walkthrough:** This squad is stationed to the south of Bampeve Plantation. It features six fully armored soldiers. Approaching from the hill to the east, mark them all in advance. Separating each one from his peers before performing quiet CQC takedowns is perhaps a little slow, but eminently achievable.

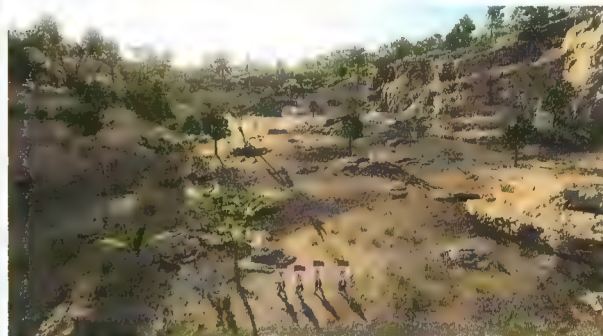
## SIDE OP 76: “ELIMINATE THE HEAVY INFANTRY 11”

Location: Africa, East Region

Availability: Complete Mission 21 and Side Op 75.

Order of Priority: 6

Reward: 120,000 GMP



**Walkthrough:** You will find this group in the valley to the north of Ngumba Industrial Zone. Approaching from any direction, silence the six soldiers one by one with CQC. They tend to patrol in pairs, so employ simple diversions to separate them.

## SIDE OP 77: “ELIMINATE THE HEAVY INFANTRY 12”

Location: Africa, Southeast Region

Availability: Complete Mission 23 and Side Op 76.

Order of Priority: 6

Reward: 120,000 GMP



**Walkthrough:** This squad features seven fully armored soldiers deployed in the outpost to the northeast of Munoko ya Nioka Station.

## SIDE OP 78: “ELIMINATE THE HEAVY INFANTRY 13”

Location: Africa, Center Region

Availability: Complete Mission 31 and Side Op 77.

Order of Priority: 6

Reward: 140,000 GMP



**Walkthrough:** This group of armored soldiers is stationed on the savanna to the south of Ditadi Abandoned Village. They are spread out so incapacitating them with CQC and Fulton recovering them one at a time is not particularly demanding. Use the small houses as cover.

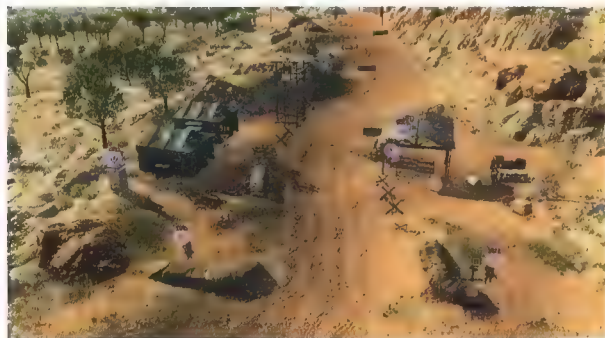
## SIDE OP 79: “ELIMINATE THE HEAVY INFANTRY 14”

Location: Africa, North Region

Availability: Complete Mission 35 and Side Op 42.

Order of Priority: 8

Reward: 180,000 GMP



**Walkthrough:** These eight armored soldiers occupy the outpost directly south of Bampeve Plantation. As they are so close together, open conflict is a dangerous option. Luring them to positions where you can disable them with CQC works, but creative use of sleep grenades and sleep gas mines can be a safer and more enjoyable solution.







## SIDE OP 80: “ELIMINATE THE HEAVY INFANTRY 15”

Location: Afghanistan, East Region

Availability: Complete Mission 38 and Side Op 73.

Order of Priority: 8

Reward: 200,000 GMP



**Walkthrough:** This group is stationed in the guard post to the south of Da Smasei Laman. It consists of multiple heavily armored men; you can mark them all from the hill to the west. Taking them down with a sniper rifle from that same spot is a possibility, but they will soon figure out your position. A stealth infiltration from either the north or the south is probably less risky. Use diversionary items such as magazines or Decoys to isolate individual soldiers from the group and incapacitate them with CQC moves from behind, or set up traps with sleep gas mines.

SIDE OPS

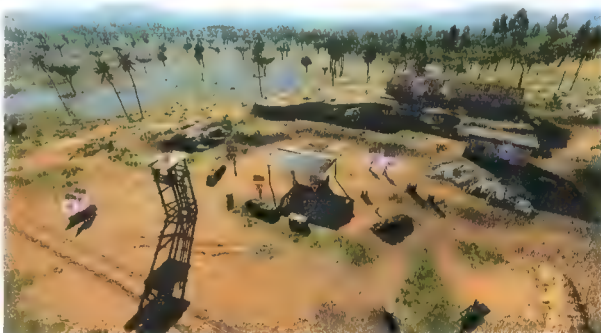
## SIDE OP 81: “ELIMINATE THE HEAVY INFANTRY 16”

Location: Africa, Northwest Region

Availability: Complete Mission 41 and Side Op 79.

Order of Priority: 11

Reward: 200,000 GMP



**Walkthrough:** You will find this squad in the guard post to the southeast of Mfinda Oilfield. Approaching from behind the houses to the west of the area, draw them to your position one by one, then take them down quietly with CQC. Well-placed sleep gas mines can also prove quite effective.

SIDE OPS 71-80

SIDE OPS 81-90

## SIDE OP 82: “MAKE CONTACT WITH EMMERICH”

Location: Afghanistan, North Region

Availability: Complete at least three of the missions unlocked after Mission 06, and build a Medical Platform at Mother Base.

Order of Priority: 1

Reward: 60,000 GMP



**Walkthrough:** This side op is in fact mandatory – you have to complete it to advance the main storyline. Your goal is to reach and go through the red door on the east side of Serak Power Plant. This is most easily achieved by hopping above the fence and moving along the left-hand wall of the plant. See the Walkthrough chapter on page 88 for more detailed guidance.



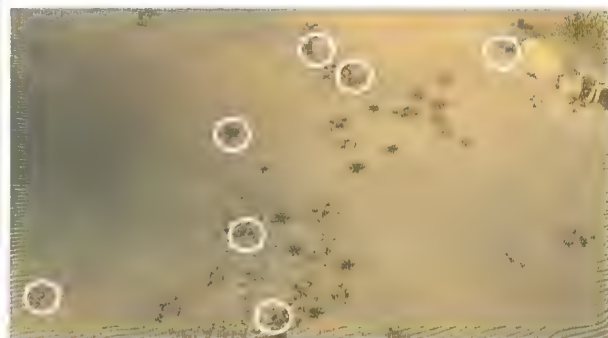
## ! "MINE CLEARING" SIDE OPS

There are ten "Mine Clearing" side ops where your sole objective is to clear the specified number of mines from the highlighted area. You can use any weapon to detonate them at a safe distance or, alternatively, approach them from behind (outside of the laser detection cone) and hold **○/ⓑ** to disable and collect them. If you struggle, activate your night vision goggles to see each mine's detection beam clearly, even from a distance. D-Dog is always a great help when you attend to these duties as he marks the explosives on your iDroid map.

## SIDE OP 83: "MINE CLEARING 01"

Location: Afghanistan, South Region  
Availability: Complete Mission 09.

Order of Priority: 2  
Reward: 80,000 GMP



Walkthrough: The seven mines you're looking for lie in the desert to the southwest of Spugmay Keep.

## SIDE OP 84: "MINE CLEARING 02"

Location: Afghanistan, West Region  
Availability: Complete Mission 10 and Side Op 83.

Order of Priority: 10  
Reward: 80,000 GMP



Walkthrough: You will find these seven mines in a canyon to the northeast of Lamar Khaate Palace.

## SIDE OP 85: "MINE CLEARING 03"

Location: Africa, Northwest Region  
Availability: Complete Mission 14.

Order of Priority: 5  
Reward: 90,000 GMP



Walkthrough: This minefield awaits you in the burned-down village to the west of Mfinda Oilfield.

## SIDE OP 86: "MINE CLEARING 04"

Location: Afghanistan, East Region  
Availability: Complete Mission 17 and Side Op 85.

Order of Priority: 6  
Reward: 90,000 GMP

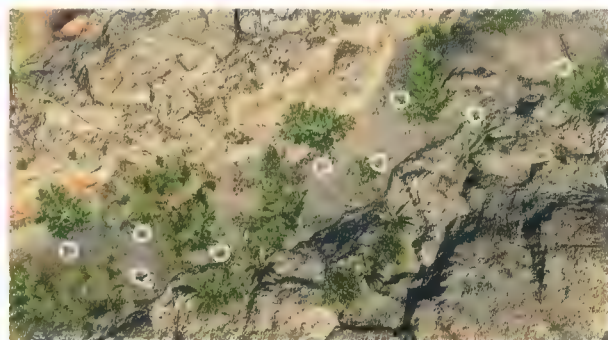


Walkthrough: The eight mines are planted in a canyon to the west of Da Smasei Laman.

## SIDE OP 87: "MINE CLEARING 05"

Location: Africa, Southeast Region  
Availability: Complete Mission 21 and Side Op 85.

Order of Priority: 4  
Reward: 100,000 GMP



Walkthrough: The nine mines are planted in the narrow passage to the northeast of Munoko ya Nioka Station.





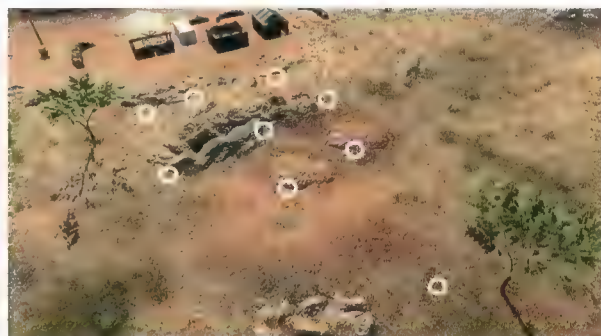
## SIDE OP 88: "MINE CLEARING 06"

Location: Africa, Southwest Region

Order of Priority: 8

Availability: Complete Mission 26 and Side Op 87.

Reward: 100,000 GMP



**Walkthrough:** These nine mines are found on the savanna to the south of Nova Braga Airport. The proximity of a guard post means that you should pick up each mine by approaching it from behind and holding **◎/Ⓑ**. If you detonate any of them, the soldiers will be alerted.

SIDE OPS

## SIDE OP 89: "MINE CLEARING 07"

Location: Afghanistan, Center Region

Order of Priority: 7

Availability: Complete Side Ops 144 and 86.

Reward: 140,000 GMP



**Walkthrough:** These 11 mines are planted to the west of Qarya Sakhra Ee, close to a guard post. Pick them up instead of detonating them to avoid alerting the soldiers.

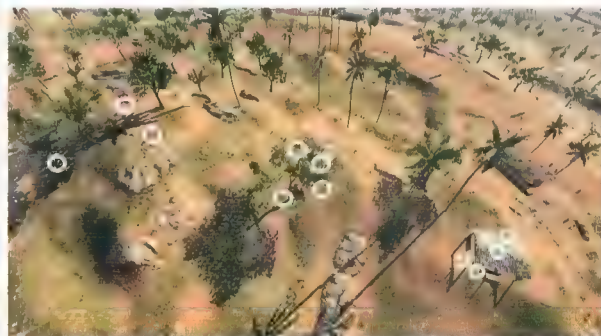
## SIDE OP 90: "MINE CLEARING 08"

Location: Africa, North Region

Order of Priority: 7

Availability: Complete Mission 35 and Side Op 88.

Reward: 140,000 GMP



**Walkthrough:** You can find these 11 mines on the hill to the southeast of Bampeve Plantation. Avoid detonating any of them, or the soldiers from the nearby guard post will be alerted.

SIDE OPS 81-90

SIDE OPS 91-100

## SIDE OP 91: "MINE CLEARING 09"

Location: Afghanistan, North Region

Order of Priority: 9

Availability: Complete a secret mission (see page 324) and Side Op 89.

Reward: 180,000 GMP



**Walkthrough:** Look for these 12 mines in a small deserted settlement to the south of Afghanistan Central Base Camp.

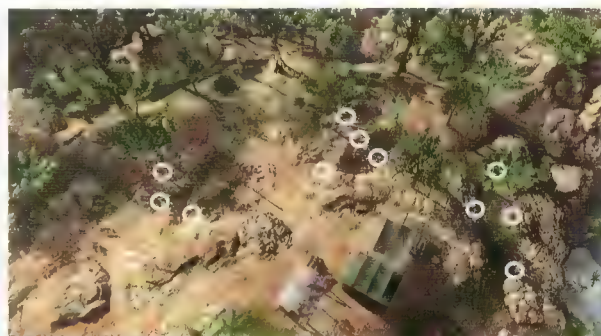
## SIDE OP 92: "MINE CLEARING 10"

Location: Africa, East Region

Order of Priority: 9

Availability: Complete a secret mission (see page 324) and Side Op 90.

Reward: 200,000 GMP



**Walkthrough:** You will find this minefield in the jungle to the southwest of Lufwa Valley's mansion, close to the wooden bridges and the large waterfall. The proximity of soldiers means that picking up the mines is safer than detonating them.



## ! "ELIMINATE THE ARMORED VEHICLE UNIT" SIDE OPS

These side ops require that you neutralize or eliminate a group of soldiers accompanied by at least one armored vehicle. Stealth is strongly recommended for these challenges. For this reason, we suggest that you leave these side ops until you obtain the Fulton upgrade that enables you to extract vehicles – which should occur no later than Mission 16. If you decide to carry on regardless, note that you can plant C4 on the vehicles to destroy them safely.

Enemy vehicles have a special ability that you may not have noticed before: if the driver spies an unconscious colleague, he will honk the horn to wake them immediately.

### SIDE OP 93: "ELIMINATE THE ARMORED VEHICLE UNIT 01"

Location: Afghanistan, West Region  
Availability: Complete Mission 08.

Order of Priority: 8  
Reward: 80,000 GMP



**Walkthrough:** This unit is deployed to the north of Yakho Oboo Supply Outpost. It consists of an armored vehicle backed up by four soldiers on foot. Two of these have a long patrol that enables you to silence them when they're far away from the vehicle. You can then lure the other two away with diversionary items, before you destroy or Fulton recover the vehicle.

### SIDE OP 94: "ELIMINATE THE ARMORED VEHICLE UNIT 02"

Location: Afghanistan, South Region  
Availability: Complete Mission 09 and Side Op 93.

Order of Priority: 3  
Reward: 90,000 GMP

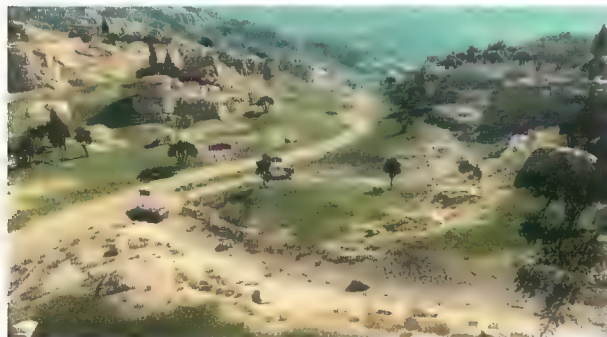


**Walkthrough:** This unit is stationed to the southwest of Spugmay Keep. It features half a dozen well-equipped soldiers as well as an armored vehicle. You can mark them all from the top of the cliff to the north. A frontal assault is very risky. A much safer approach is to put all soldiers to sleep one by one while they are far from the vehicle. Once they are all down, walk to the vehicle from behind and Fulton extract it, then return to the soldiers and send them back to Mother Base.

### SIDE OP 95: "ELIMINATE THE ARMORED VEHICLE UNIT 03"

Location: Afghanistan, North Region  
Availability: Complete Mission 10 and Side Op 94.

Order of Priority: 7  
Reward: 140,000 GMP

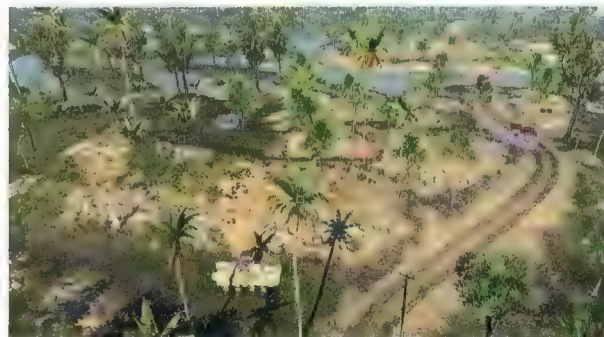


**Walkthrough:** This unit is stationed to the east of Afghanistan Central Base Camp. It features two armored vehicles and three pairs of soldiers: two on each side of the valley (both including a sniper), with the third pair patrolling on the road. The snipers are particularly annoying, so crawl through the grass and eliminate them with a sniper rifle of your own or by sneaking up behind them. If you get rid of all soldiers in advance, you can then approach the two vehicles from the rear and Fulton recover them to avoid a confrontation.

### SIDE OP 96: "ELIMINATE THE ARMORED VEHICLE UNIT 04"

Location: Africa, Northwest Region  
Availability: Complete Mission 14.

Order of Priority: 6  
Reward: 90,000 GMP



**Walkthrough:** This squad is deployed on the road to the east of Bwala ya Masa. The biggest threat is the sniper posted close to the armored vehicle. Approaching from the west, neutralize him first and any soldiers patrolling nearby with tranquilizer rounds or a suppressed sniper rifle. You can then Fulton extract the vehicle from behind before dispatching the remaining troops.





SIDE OPS

## SIDE OP 97: “ELIMINATE THE ARMORED VEHICLE UNIT 05”

Location: Africa, Center Region

Availability: Complete Mission 18 and Side Op 96.

Order of Priority: 5

Reward: 180,000 GMP



**Walkthrough:** This unit is stationed to the west of Ditadi Abandoned Village. It includes two armored vehicles and three pairs of soldiers, two of which feature a sniper. Start by silencing the pair on the hill to the west. From that hill, you can now snipe the pair on the opposite hill, followed by the final two when they move away from the armored vehicles. You will then be safe to crawl to the two vehicles and Fulton extract them.

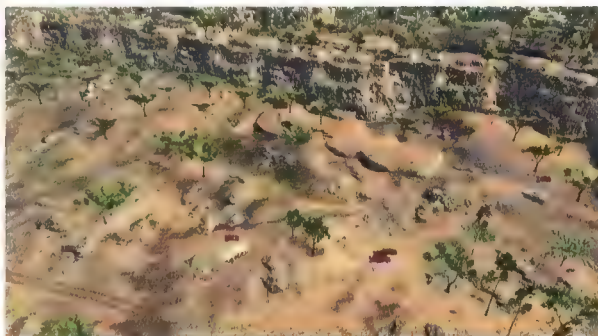
## SIDE OP 98: “ELIMINATE THE ARMORED VEHICLE UNIT 06”

Location: Africa, Southeast Region

Availability: Complete Mission 23 and Side Op 97.

Order of Priority: 5

Reward: 100,000 GMP



**Walkthrough:** This unit stationed close to Munoko ya Nioka Station comprises a gunship, two armored vehicles, and six soldiers (two of whom are snipers). The snipers vigilantly monitor the north of the area, so it makes sense to approach from the south, going through Munoko ya Nioka Station. From here, crawl to the first armored vehicle to extract it and remove it from the equation, then snipe the four patrolling soldiers. You can then easily eliminate the two snipers from behind and Fulton recover the second vehicle. Call for a supply drop of your most powerful rocket launcher to deal with the gunship.

SIDE OPS 91-100

## SIDE OP 99: “ELIMINATE THE ARMORED VEHICLE UNIT 07”

Location: Africa, Southwest Region

Availability: Complete Mission 31 and Side Op 98.

Order of Priority: 10

Reward: 120,000 GMP



**Walkthrough:** This unit is deployed to the south of Nova Braga Airport. If you approach from the east, you should avoid the sightlines of all three snipers. Dispatch these with a sniper rifle. You can then Fulton recover both armored vehicles and silence the patrolling guards in any order, before taking down the gunship with a rocket launcher.

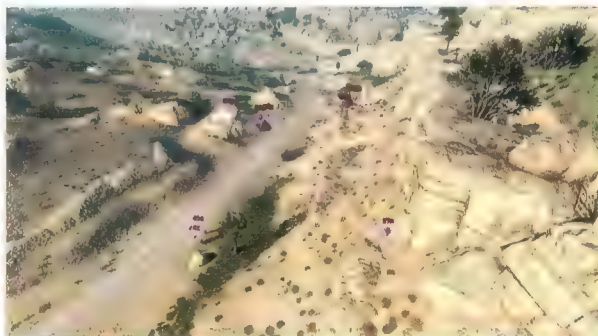
## SIDE OP 100: “ELIMINATE THE ARMORED VEHICLE UNIT 08”

Location: Afghanistan, Center Region

Availability: Complete Side Ops 144 and 95.

Order of Priority: 8

Reward: 200,000 GMP



**Walkthrough:** This unit is stationed to the south of Da Ghwandai Khar. Approach from the south, walking along the eastern rock cliff. This will enable you to incapacitate all the snipers posted on that hill. From their position, you have a perfect view to snipe the soldiers below if you prefer to err on the side of caution. Once they're all down, Fulton recover the armored vehicle.



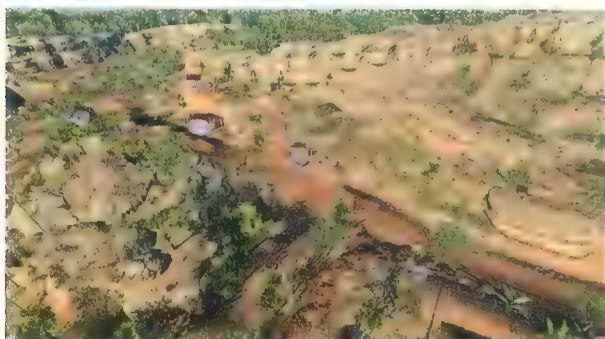
## SIDE OP 101: “ELIMINATE THE ARMORED VEHICLE UNIT 09”

Location: Africa, Northeast Region

Availability: Complete Mission 35 and Side Op 99.

Order of Priority: 6

Reward: 200,000 GMP



**Walkthrough:** This unit is deployed to the east of Kungenga Mine, with a sniper watching towards the west. If you arrive from the southwest, you can use the two small houses to conceal your approach, and Fulton recover the nearby armored vehicle immediately while the patrolling guards are elsewhere. This removes one threat. From your position, you can now snipe the marksman and the patrolling soldiers. With this accomplished, extract the other armored vehicle. The final two targets, both snipers, are facing to the east – which makes it easy to sneak up behind them.

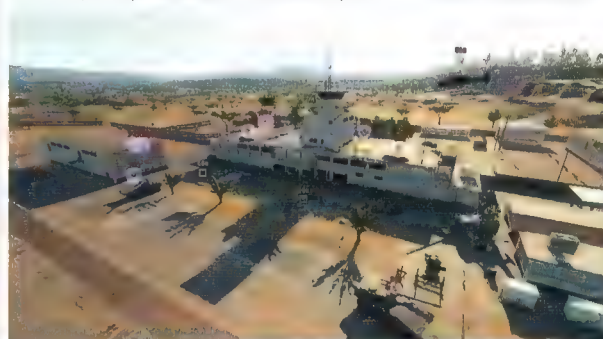
## SIDE OP 102: “ELIMINATE THE ARMORED VEHICLE UNIT 10”

Location: Africa, Southwest Region

Availability: Complete Mission 41 and Side Op 101.

Order of Priority: 12

Reward: 200,000 GMP



**Walkthrough:** This unit occupies Nova Braga Airport. Approaching from the northwest, stealthily climb the stairs to the rooftop of the airport’s main building to neutralize the snipers posted there. Keep a low stance at all times to avoid being detected by the gunship. From this vantage point, you can snipe the soldiers who patrol on the tarmac, before Fulton extracting the two vehicles. This leaves you with only the gunship to destroy with a rocket launcher.

## SIDE OP 103: “ELIMINATE THE ARMORED VEHICLE UNIT 11”

Location: Afghanistan, Northwest Region

Availability: Complete a secret mission (see page 324) and Side Op 100.

Order of Priority: 10

Reward: 300,000 GMP



**Walkthrough:** This unit is deployed in Aabe Shifap Ruins. The main difficulty is not the two armored vehicles or the gunship, but the trio of snipers. One of these keeps watch over the east access to the ruins, so make your approach from the west instead and neutralize the two snipers on the collapsed building in the center with a sniper rifle. As long as you use tranquilizer rounds, they will not raise the alert. Incapacitate any soldier who moves to investigate, then crouch-walk alongside the southern cliff towards the two armored vehicles. Your goal is to Fulton extract both to prevent them from waking up any sleeping soldiers. Once this has been achieved, silence and Fulton recover the remaining troops, before taking down the gunship with a rocket launcher.

## SIDE OP 104: “ELIMINATE THE ARMORED VEHICLE UNIT 12”

Location: Africa, Northwest Region

Availability: Complete a secret mission (see page 324) and Side Op 102.

Order of Priority: 14

Reward: 300,000 GMP



**Walkthrough:** This unit is one of the hardest to eliminate. Stationed inside the perimeter of Mfinda Oilfield, it features two strong armored vehicles, two snipers on the walkways, several soldiers and a gunship – with a few standard troops that are not part of the objective within range to complicate matters. To avoid being detected, climb above the oilfield’s outer wall from the southeastern corner, via a dumpster that you can step on. Once inside, silence any patrolling soldiers and the two snipers on the walkways with a tranquilizing sniper rifle. Now crouch-walk behind the large building and Fulton recover the vehicle in the corner. Crawl towards the second vehicle to the northeast, taking down any targets on the way. Be swift to extract them, though, as they wake up rather quickly. Fulton recover the second vehicle and the two snipers on the railings, before taking down the gunship with a rocket launcher – ideally a fully maxed CGM 25 as red gunships are highly resilient.

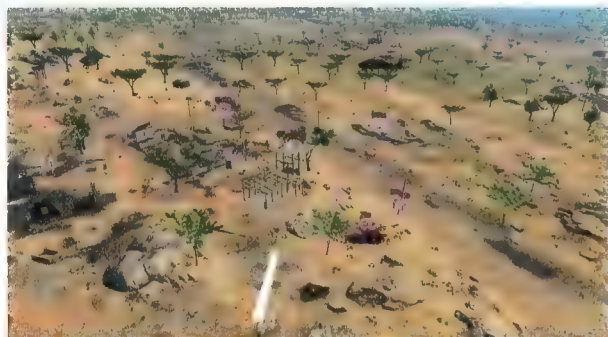


## SIDE OP 105: “ELIMINATE THE ARMORED VEHICLE UNIT 13”

Location: Africa, Center Region

Order of Priority: 8

Availability: Complete a secret mission (see page 324) and Side Op 104. Reward: 300,000 GMP



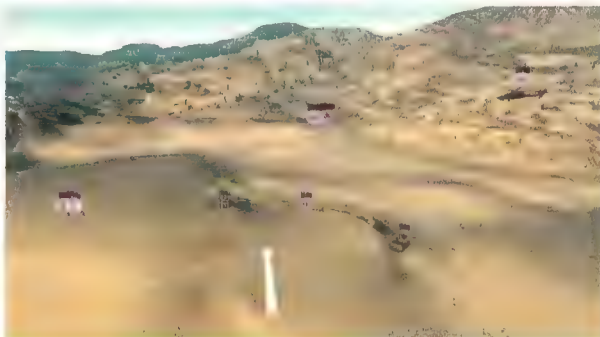
**Walkthrough:** This unit occupies the western part of Ditadi Abandoned Village. With standard troops deployed in the eastern section, open conflict is something that you should avoid at all costs. Approaching from the north, start by tranquilizing the sniper posted on the wooden structure with a sniper rifle. You can then Fulton extract the nearby armored vehicle, and incapacitate the other soldiers patrolling on the road. Extract the second armored vehicle once the coast is clear, then eliminate the second sniper, to the south, before destroying the gunship with your most powerful rocket launcher — ideally a fully upgraded CGM 25.

## SIDE OP 106: “ELIMINATE THE ARMORED VEHICLE UNIT 14”

Location: Afghanistan, West Region

Order of Priority: 16

Availability: Complete a secret mission (see page 324) and Side Op 103. Reward: 300,000 GMP



**Walkthrough:** This unit is deployed to the east of Lamar Khaate Palace. Despite a gunship and two armored vehicles, the real danger here is the snipers. Make your approach from the southwest to stay out of their field of vision, then silence them all with a tranquilizing sniper rifle. The rest is plain-sailing: Fulton extract the nearby armored vehicle, neutralize the patrolling soldiers, move on to the second vehicle further away (where a final sniper awaits, but facing away from you). The final step is to destroy the gunship with a rocket launcher.

SIDE OPS



## SIDE OP 107: “EXTRACT THE LEGENDARY GUNSMITH”

Location: Africa, Northwest Region

Order of Priority: 4

Availability: Complete Mission 13. Reward: 80,000 GMP



**Walkthrough:** This is the first of three related side ops. Completing these unlocks the ability to customize your weapons (see page 276). The gunsmith is a soldier who follows a long patrol route in Bwala ya Masa, accompanied by a group of colleagues. To Fulton recover him, you will first need to silence the entire group. Pick a concealed spot and tranquilize them all in quick succession.

## SIDE OP 108: “EXTRACT THE LEGENDARY GUNSMITH AGAIN”

Location: Afghanistan, North Region

Order of Priority: 5

Availability: Complete Side Op 107. Reward: 80,000 GMP



**Walkthrough:** The gunsmith is a prisoner detained on the east side of the Afghanistan Central Base Camp, just to the south of the easternmost hangar. There are a handful of guards around him, but the real threat is a sniper posted on a small building to the west. Be sure to deal with him before you rescue the gunsmith.

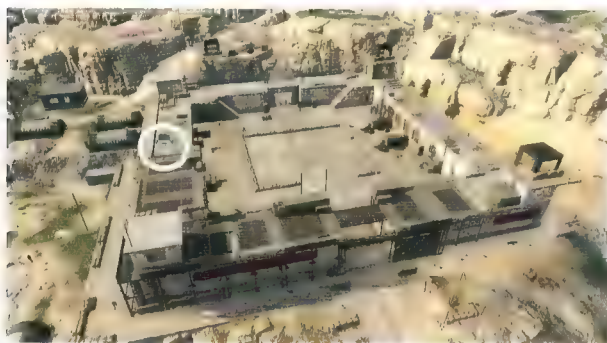
SIDE OPS 101-110



## SIDE OP 109: “EXTRACT THE LEGENDARY GUNSMITH YET AGAIN”

Location: Afghanistan, West Region  
Availability: Complete Side Op 108.

Order of Priority: 5  
Reward: 80,000 GMP



**Walkthrough:** The gunsmith is detained in Yakho Oboo Supply Outpost, in the same room where you find Malak during Mission 10. Fulton recover the gunsmith to complete the side Note that doing so gives you access to the Weapon Customization feature from the ACC.



## SIDE OP 110: “EXTRACT MATERIALS CONTAINER”

Location: Africa, North Region  
Availability: Complete Mission 13.

Order of Priority: 2  
Reward: 80,000 GMP



**Walkthrough:** Your task is to Fulton recover a single materials container found to the southwest of Bampeve Plantation. Get rid of the three local guards in any way you see fit to make the extraction easier. Note that you will need the Cargo 2 Fulton upgrade to achieve this.

## SIDE OP 111: “VISIT QUIET”

Location: Mother Base, Medical Platform  
Availability: Bring back Quiet to Mother Base (Mission 11) and complete Mission 14.

Order of Priority: 1  
Reward: 30,000 GMP



**Walkthrough:** There is no action in this mission, but the result is highly valuable. Visit Quiet on Mother Base's Medical Platform and listen to the entire conversation with Ocelot. From this point forward, you can take Quiet with you on missions as a Buddy.

## SIDE OP 112: “INTEL AGENT EXTRACTION”

Location: Afghanistan, Center Region

Order of Priority: 2  
Reward: 100,000 GMP

Availability: Complete Mission 17 and either Mission 43 or the “Intel Operative Rescue” side op in *Metal Gear Solid V: Ground Zeroes* (then download your save data via the option on the title screen).



**Walkthrough:** Your target is detained at Da Ghwandai Khar, in the exact same room as Miller during Mission 01. Infiltrate the village by walking close to the north cliff and head towards your target, on the uppermost floor of the building. You will need to silence two guards standing watch outside his cell. Take him outside to Fulton recover him.



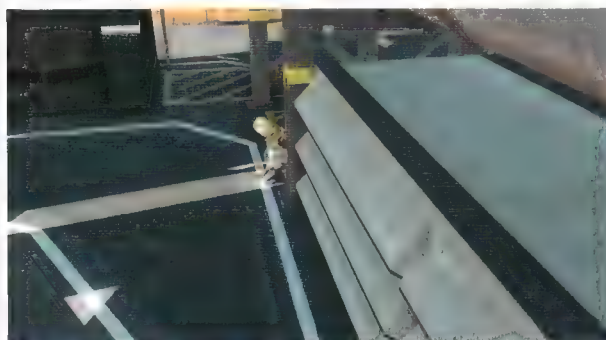
## SIDE OP 113: "ELI'S CHALLENGE"

Location: Mother Base, R&D Platform

Availability: Complete Mission 26 and build at least two out of four R&D platforms at Mother Base.

Order of Priority: 1

Reward: 120,000 GMP



**Walkthrough:** Head to the side op starting point on Mother Base's R&D Platform. This challenge is very similar to the boss fight against Eli during Mission 23 ("The White Mamba" – see page 142). Your goal is to incapacitate Eli with CQC moves. Simply press **(R2/RT)** when the corresponding button prompt appears onscreen to foil his attacks. If he hides, you will need to locate him. The easiest way to achieve this is to activate your prosthetic arm's bio-detector if you have unlocked the necessary upgrade (hold **(L1/LB)**, then tilt **(R)** down and press **(R3/RB)**). Feel free to shoot him with a tranquilizing handgun if you have the opportunity, but countering his attacks a few times is enough to end the battle.

SIDE OPS

2011

## ! "ELIMINATE THE TANK UNIT" SIDE OPS

These side ops work in a very similar way to the "Eliminate the Armored Vehicle Unit" challenges (see page 228), so the advice we offer there holds true here: it's both easier and more profitable to complete them once you have the Cargo 2 upgrade for your Fulton device. An alternative solution is to use C4, which you can stealthily plant and then detonate from a safe distance.

All-out aggression is inadvisable, so equip suppressed weapons to deal with the soldiers, then Fulton extract the tanks. In the missions where you must also destroy a gunship, always leave that task until last. Once the other targets have been neutralized, you can order a supply drop of your most powerful rocket launcher.

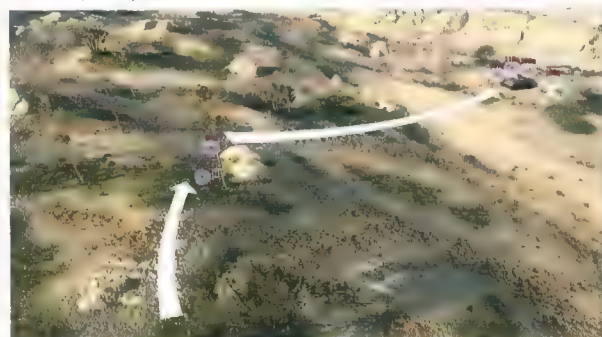
## SIDE OP 114: "ELIMINATE THE TANK UNIT 01"

Location: Afghanistan, Center Region

Availability: Complete Mission 09.

Order of Priority: 4

Reward: 80,000 GMP



**Walkthrough:** The tank unit that you need to eliminate is stationed to the southeast of Da Ghwandai Khar, with the main group deployed around the tank, and a second squad (which includes a sniper) concealed on the hill to the southeast. Pacify the latter first by approaching from the south. Once the sniper is down, circle around the main group and approach them from the back of the tank.

SIDE OPS 101-110

SIDE OPS 111-120

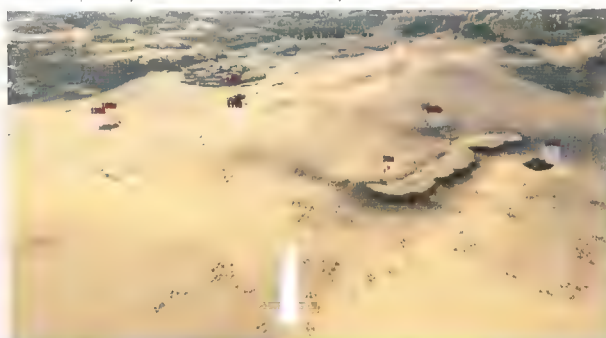
## SIDE OP 115: "ELIMINATE THE TANK UNIT 02"

Location: Afghanistan, West Region

Availability: Complete Mission 10 and Side Op 114.

Order of Priority: 11

Reward: 100,000 GMP



**Walkthrough:** This unit is found on the dunes to the east of Lamar Khaate Palace. Two snipers stand watch, one looking north and the other one south, but you can escape their attention by approaching from the west. Silence them and their nearby colleagues with tranquilizers; you can then quietly Fulton extract both tanks.

## SIDE OP 116: "ELIMINATE THE TANK UNIT 03"

Location: Afghanistan, Northwest Region

Availability: Complete Mission 13 and Side Op 115.

Order of Priority: 8

Reward: 90,000 GMP



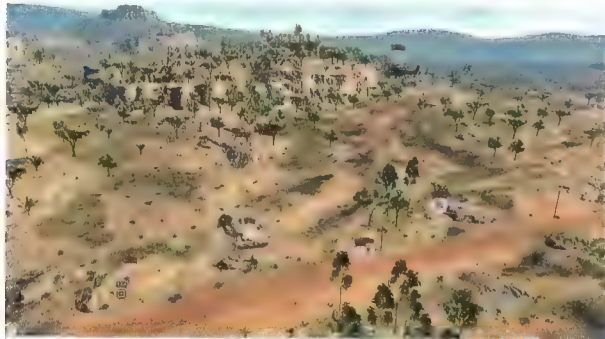
**Walkthrough:** This unit is deployed in Aabe Shifap Ruins. It consists of a tank, two pairs of soldiers, and a gunship. To avoid a complicated confrontation, try to silence the soldiers when their patrols take them away from the tank. You can then Fulton extract the tank from behind, before taking down the gunship with a rocket launcher.



## SIDE OP 117: "ELIMINATE THE TANK UNIT 04"

Location: Africa, Center Region  
Availability: Complete Mission 16.

Order of Priority: 3  
Reward: 140,000 GMP



**Walkthrough:** This unit is stationed to the south of Ditadi Abandoned Village. In addition to a tank and a gunship hovering above, the unit features seven soldiers, three of whom are posted on the hill to the east, with two snipers monitoring the area. These should be your top priority as they can be a nuisance and detect you over long distances. Once the snipers have been dealt with, getting rid of the other soldiers should pose no problems. You can then move on to the tank. Fulton extract it to avoid triggering an immediate confrontation with the gunship. Finally, take down the gunship with a rocket launcher fired from behind the aircraft. A launcher with homing functionality (such as the Killer Bee) makes this much easier.

## SIDE OP 118: "ELIMINATE THE TANK UNIT 05"

Location: Africa, Southwest Region  
Availability: Complete Mission 26 and Side Op 117.

Order of Priority: 9  
Reward: 180,000 GMP

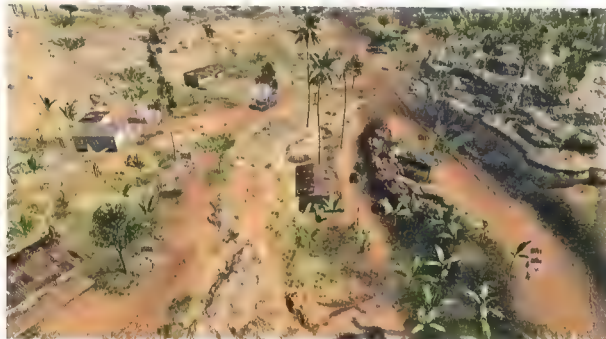


**Walkthrough:** This unit is stationed around the main building at Nova Braga Airport. The most crucial task is to start by eliminating the snipers posted on the rooftop. From this position, snipe any other soldiers within range. You can then return to ground level to finish off any remaining targets, and conclude the mission by extracting the tank and destroying the gunship with a rocket launcher.

## SIDE OP 119: "ELIMINATE THE TANK UNIT 06"

Location: Africa, Northeast Region  
Availability: Complete Mission 31 and Side Op 118.

Order of Priority: 5  
Reward: 90,000 GMP



**Walkthrough:** This unit is stationed to the east of Kungenga Mine. It features two tanks and six soldiers on foot. To avoid a chaotic battle, try to take out each soldier one by one as they move away from the others; if necessary, lure them to suitable positions with Decoys, magazines, or similar items. Fulton recover the tanks from behind to get rid of them painlessly.

## SIDE OP 120: "ELIMINATE THE TANK UNIT 07"

Location: Africa, Northwest Region  
Availability: Complete Mission 35 and Side Op 119.

Order of Priority: 10  
Reward: 120,000 GMP



**Walkthrough:** You will find this unit to the southeast of Mfinda Oilfield. The proximity of a guard post means that it's important to avoid detection. As usual, your priority should be to silence the snipers first – starting with the one posted on the hill to the east, who you can easily neutralize from behind. From here, take down the second marksman with a suppressed sniper rifle. The rest of the side op is then rather straightforward: walk to the tanks from behind to Fulton recover them and eliminate the rest of the soldiers with your rifle. This leaves you free to destroy the gunship with a rocket launcher and leave the area before the soldiers at the guard post potentially arrive to investigate.





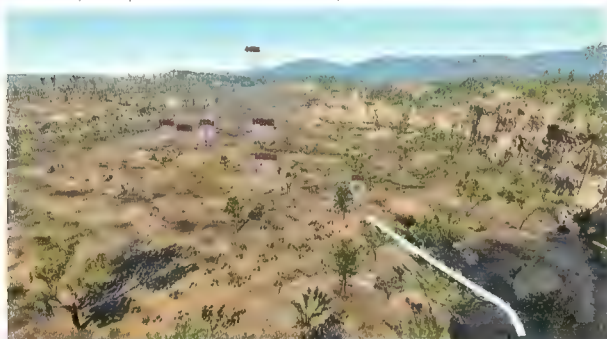
## SIDE OP 121: "ELIMINATE THE TANK UNIT 08"

Location: Africa, Southeast Region

Order of Priority: 8

Availability: Complete Mission 35 and Side Op 120.

Reward: 200,000 GMP



**Walkthrough:** This unit is deployed to the east of Munoko ya Nioka Station. Coming from the station, walk alongside the south rock cliff and eliminate the sniper you encounter first. You can then attack the two soldiers posted nearby from behind; if necessary, use a distraction technique to engineer simple takedowns. Repeat this with the other soldiers on foot, finishing with the sniper to the northeast. You can then stealthily walk to the tank to Fulton extract it, before taking down the gunship with a rocket launcher.

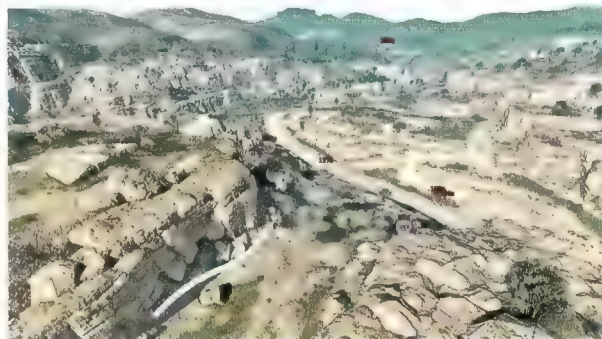
## SIDE OP 122: "ELIMINATE THE TANK UNIT 09"

Location: Afghanistan, West Region

Order of Priority: 14

Availability: Complete Mission 38 and Side Op 116.

Reward: 200,000 GMP



**Walkthrough:** You will find this unit a short distance to the north of Yakho Oboo Supply Outpost. With four snipers standing watch, make your approach from the south, walking alongside the rock cliff for the entire journey. By remaining close to the cliff, you can easily silence all four snipers while staying out of sight of the gunship. The rest should be very straightforward: Fulton extract the tank, silence the remaining soldiers, and finally take down the gunship with a rocket launcher.

SIDE OPS

## SIDE OP 123: "ELIMINATE THE TANK UNIT 10"

Location: Africa, Center Region

Order of Priority: 7

Availability: Complete Mission 41 and Side Op 121.

Reward: 200,000 GMP



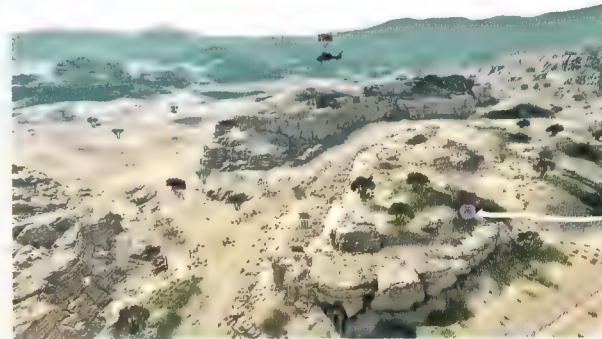
**Walkthrough:** This unit is stationed to the west of Ditadi Abandoned Village. It features two tanks, a gunship, four patrolling soldiers and two snipers. Approaching from the north, you can Fulton recover the first tank and dispatch the nearby sniper without anyone noticing. Move on to the second sniper, circling around the other soldiers, or neutralize him from range with a suppressed sniper rifle. Once he's down, extract the second tank from behind, which leaves you with the four patrolling soldiers and the gunship to deal with as you see fit.

## SIDE OP 124: "ELIMINATE THE TANK UNIT 11"

Location: Afghanistan, South Region

Order of Priority: 6

Availability: Complete a secret mission (see page 324) and Side Op 122.



**Walkthrough:** This unit is stationed to the southwest of Spugmay Keep, and features a tank and a vigilant gunship, as well as four soldiers, plus three snipers. The best way to keep things under control is to approach from the north and silence the three snipers first, either with CQC or a suppressed sniper rifle. You can then take down the four remaining soldiers with sniper rifle headshots, ideally while they are a sufficient distance from the tank. Approach the tank from behind for an easy Fulton extraction, then deal with the gunship.

SIDE OPS 111-120

SIDE OPS 121-130

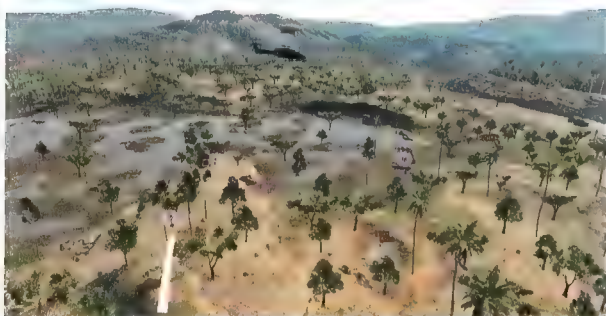


## SIDE OP 125: "ELIMINATE THE TANK UNIT 12"

Location: Africa, Northwest Region

Order of Priority: 12

Availability: Complete a secret mission (see page 324) and Side Op 122. Reward: 300,000 GMP



**Walkthrough:** This unit is deployed between Mfinda Oilfield and Bwala ya Masa. With the two snipers facing east and south, your best angle of approach is from the north. Crouch-walk towards the pair of snipers and tranquilize them. From here, you can snipe the third marksman on the opposite hill and the remaining soldiers. Finally, crawl to the tank to Fulton recover it before destroying the gunship with a rocket launcher.

## SIDE OP 126: "ELIMINATE THE TANK UNIT 13"

Location: Africa, Southwest Region

Order of Priority: 13

Availability: Complete a secret mission (see page 324) and Side Op 125. Reward: 300,000 GMP



**Walkthrough:** You will find this unit to the south of Nova Braga Airport. In addition to the tanks and a gunship, it consists of three pairs of soldiers, each one featuring a sniper. The best angle of approach to remain undetected is to move in from the west. Crouch-walk to the southernmost tank and Fulton extract it immediately. Silence the three pairs of soldiers from afar with a tranquilizing sniper rifle, but be sure to go prone whenever the gunship is nearby. Once all soldiers are asleep, Fulton recover them and the second tank, before taking down the gunship with a rocket launcher.



## SIDE OP 127: "ELIMINATE THE TANK UNIT 14"

Location: Afghanistan, North Region

Availability: Complete a secret mission (see page 324) and Side Op 124.

Order of Priority: 11

Reward: 300,000 GMP



**Walkthrough:** This unit is deployed to the east of Afghanistan Central Base Camp. Approaching from the south, take the dirt path along the eastern hill to arrive behind a sniper. From this vantage point, select a tranquilizing sniper rifle to silence a second sniper on the opposite hill to the west and a third one on the hill to the northeast. You can then disable the remaining soldiers and Fulton extract both tanks from behind, before destroying the gunship with a rocket launcher — ideally a fully maxed CGM 25.



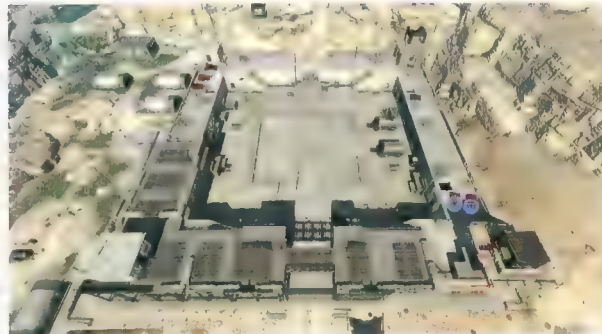
## "ELIMINATE THE WANDERING PUPPETS" SIDE OPS

All side ops in this series pit you against hordes of puppet soldiers that wander aimlessly in a specific zone. Feel free to eliminate them quickly with a grenade launcher or any other powerful weapon if you wish, as they cannot call for reinforcements or even coordinate their efforts against you. Tranquilizing and extracting them is also possible, of course, and highly recommended for targets with above-par stats.

### SIDE OP 128: "ELIMINATE THE WANDERING PUPPETS 01"

Location: Afghanistan, West Region  
Availability: Complete Mission 32.

Order of Priority: 13  
Reward: 140,000 GMP



Walkthrough: This horde of seven puppet soldiers has invaded Yakho Oboo Supply Outpost. Clear each room methodically until you have eliminated them all.

SIDE OPS

### SIDE OP 129: "ELIMINATE THE WANDERING PUPPETS 02"

Location: Africa, Southwest Region  
Availability: Complete Mission 35.

Order of Priority: 11  
Reward: 140,000 GMP

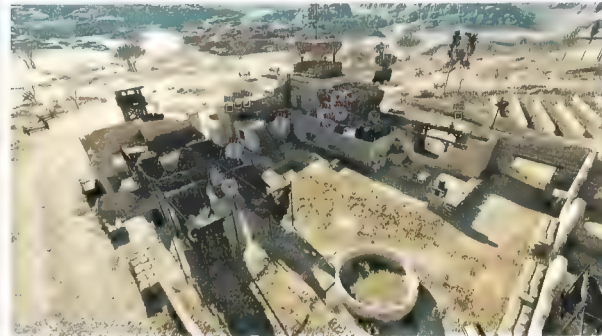


Walkthrough: These eight puppet soldiers haunt the main building at Nova Braga Airport.

### SIDE OP 130: "ELIMINATE THE WANDERING PUPPETS 03"

Location: Afghanistan, Southwest Region  
Availability: Complete Mission 38 and Side Op 128.

Order of Priority: 6  
Reward: 140,000 GMP

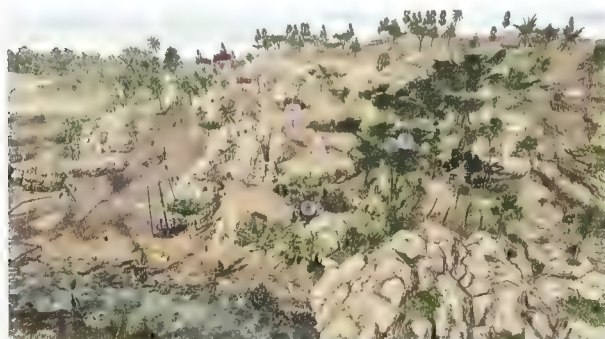


Walkthrough: This assignment takes place in Da Shago Kallai, with puppet soldiers roaming both outside and inside the main building.

### SIDE OP 131: "ELIMINATE THE WANDERING PUPPETS 04"

Location: Africa, East Region  
Availability: Complete Mission 41 and Side Op 129.

Order of Priority: 8  
Reward: 140,000 GMP



Walkthrough: This horde is found on the hill to the northwest of Ngumba Industrial Zone.

### SIDE OP 132: "ELIMINATE THE WANDERING PUPPETS 05"

Location: Afghanistan, West Region  
Availability: Complete a secret mission (see page 324) and Side Op 130.

Order of Priority: 15  
Reward: 140,000 GMP



Walkthrough: Look for these eight puppet soldiers inside Lamar Khaate Palace.

SIDE OPS 121-130

SIDE OPS 131-140



## SIDE OP 133: “ELIMINATE THE WANDERING PUPPETS 06”

Location: Afghanistan, North Region

Order of Priority: 10

Availability: Complete a secret mission (see page 324) and Side Op 132. Reward: 180,000 GMP



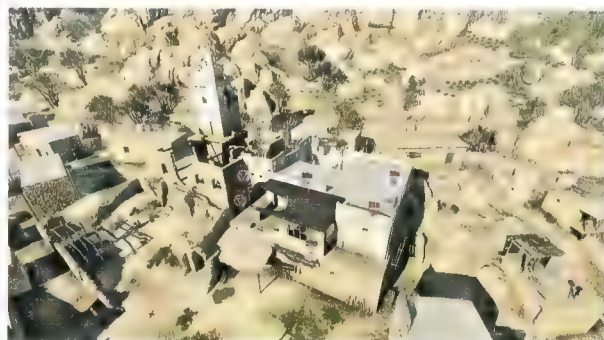
Walkthrough: Head to Serak Power Plant. The eight puppet soldiers roam both outside and inside the main building.

## SIDE OP 134: “ELIMINATE THE WANDERING PUPPETS 07”

Location: Afghanistan, Center Region

Order of Priority: 9

Availability: Complete a secret mission (see page 324) and Side Op 132. Reward: 180,000 GMP



Walkthrough: The seven puppet soldiers are found at Da Ghwandai Khar, mostly in and around the house where you found Miller at the beginning of the game.

## SIDE OP 135: “ELIMINATE THE WANDERING PUPPETS 08”

Location: Africa, East Region

Order of Priority: 10

Availability: Complete a secret mission (see page 324) and Side Op 131. Reward: 180,000 GMP



Walkthrough: This horde of puppet soldiers is found inside the mansion at Lufwa Valley.

## SIDE OP 136: “ELIMINATE THE WANDERING PUPPETS 09”

Location: Afghanistan, Southwest Region

Order of Priority: 7

Availability: Complete a secret mission (see page 324) and Side Op 134. Reward: 200,000 GMP



Walkthrough: All seven puppet soldiers wander aimlessly in the north section of Da Wialo Kallai.





## SIDE OP 137: “ELIMINATE THE WANDERING PUPPETS 10”

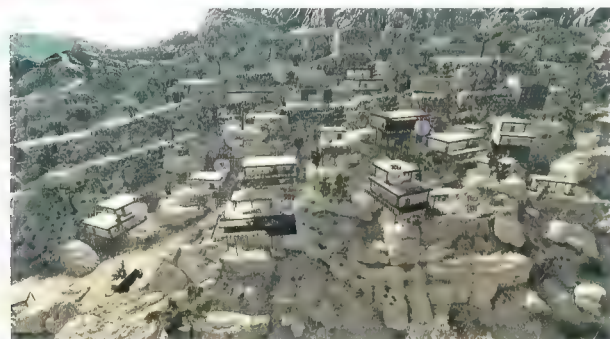
Location: Afghanistan, Northwest Region Order of Priority: 11  
Availability: Complete a secret mission (see page 324) Reward: 200,000 GMP and Side Op 134.



Walkthrough This horde awaits you near the road to the east of Aabe Shifap Ruins.

## SIDE OP 139: “ELIMINATE THE WANDERING PUPPETS 12”

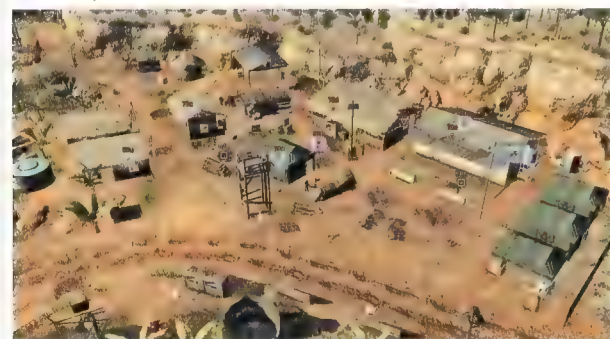
Location: Afghanistan, Center Region Order of Priority: 10  
Availability: Complete a secret mission (see page 324) Reward: 200,000 GMP and Side Op 134.



Walkthrough The eight puppet soldiers you seek roam in the streets of Qarya Sakhra Ee.

## SIDE OP 141: “ELIMINATE THE WANDERING PUPPETS 14”

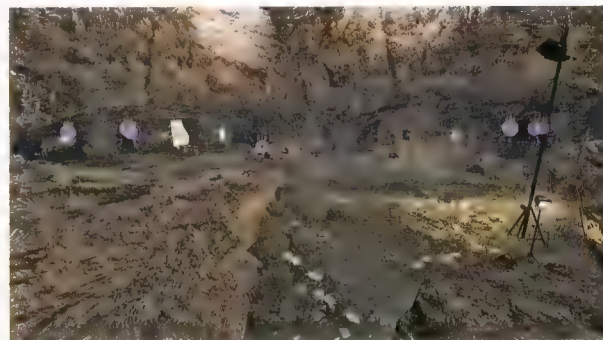
Location: Africa, North Region Order of Priority: 9  
Availability: Complete a secret mission (see page 324) Reward: 200,000 GMP and Side Op 135.



Walkthrough These eight puppet soldiers roam in Bampeve Plantation.

## SIDE OP 138: “ELIMINATE THE WANDERING PUPPETS 11”

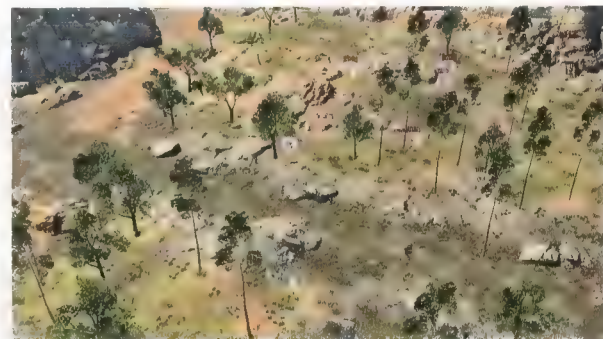
Location: Afghanistan, East Region Order of Priority: 9  
Availability: Complete a secret mission (see page 324) Reward: 200,000 GMP and Side Op 134.



Walkthrough You will find these eight puppet soldiers in the caves at Da Smasei Laman, close to where you found the Honey Bee during Mission 06.

## SIDE OP 140: “ELIMINATE THE WANDERING PUPPETS 13”

Location: Africa, Northeast Region Order of Priority: 7  
Availability: Complete a secret mission (see page 324) Reward: 200,000 GMP and Side Op 135.



Walkthrough The puppet soldiers are found to the east of Kungenga Mine.

## SIDE OP 142: “ELIMINATE THE WANDERING PUPPETS 15”

Location: Africa, Northwest Region Order of Priority: 13  
Availability: Complete a secret mission (see page 324) Reward: 200,000 GMP and Side Op 135.



Walkthrough These eight puppet soldiers roam in the streets and houses of Bwala ya Masa. Many of them wear strong armor, so bring along a grenade launcher if you want to deal with them quickly.

SIDE OPS

SIDE OPS 131-140

SIDE OPS 141-150



## ! SPOILER WARNING!

The side ops featured on these two pages are all related to main storyline events. To avoid spoilers, we advise that you read these entries only when you absolutely need to.

### SIDE OP 143: “EXTRACT THE AI POD”

Location: Afghanistan, North Region  
Availability: Complete Mission 32 and any one additional mission (including replays) or side op.

Order of Priority: 2  
Reward: 140,000 GMP



Walkthrough: Infiltrate the Afghanistan Central Base Camp just as you did during Mission 12 (see page 98), but head to the easternmost hangar instead of the one to the north. There are three doors that you can use to enter the hangar, though this is only possible if there is no active alert. Once inside, interact with the highlighted computer or the AI Pod itself. The side op is completed immediately after the cutscene that follows.

### SIDE OP 144: “SECURE THE REMAINS OF THE MAN ON FIRE”

Location: Afghanistan, West Region  
Availability: Complete Side Op 143.

Order of Priority: 1  
Reward: 140,000 GMP

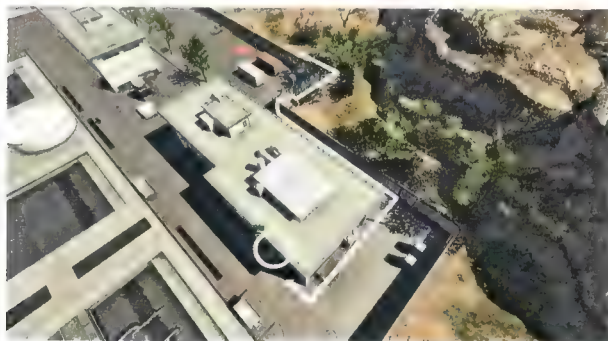


Walkthrough: Your objective is to Fulton extract the body of the Man on Fire, which lies in the central courtyard at Yakho Oboo Supply Outpost. Unless you are comfortable with a selective stealth approach, where you neutralize pertinent personnel only, you will probably need to clear the inner area of the base (including sentries on the upper walls) in advance.

### SIDE OP 145: “SEARCH FOR THE ESCAPED CHILDREN 01”

Location: Africa, Northwest Region  
Availability: Complete Mission 35, Side Op 113, and any one additional mission (including replays) or side op.

Order of Priority: 1  
Reward: 140,000 GMP



Walkthrough: If you have yet to do so, research the child-friendly Fulton upgrade before you begin this chain of five side ops. The target in this first mission is detained in the southern building close to the east entrance of Mfinda Oilfield. Stay low at all times during your infiltration to avoid detection by the gunship, neutralizing any soldiers in your path. Make your approach from behind the building, as the central part of the area is packed with enemies. Once you reach the child, either Fulton extract him or carry him to the nearest landing zone.

### SIDE OP 146: “SEARCH FOR THE ESCAPED CHILDREN 02”

Location: Africa, East Region  
Availability: Complete Mission 35, Side Op 113, and any one additional mission (including replays) or side op.

Order of Priority: 1  
Reward: 140,000 GMP



Walkthrough: This boy is detained in the mansion where you found Code Talker during Mission 28, to the east of Lufwa Valley. He lies on the ground in the room just beyond the front entrance. The mansion is very heavily defended, so you need to be prepared for a protracted battle or a demanding stealth infiltration.





SIDE OPS

## SIDE OP 147: “SEARCH FOR THE ESCAPED CHILDREN 03”

Location: Afghanistan, Northwest Region  
Availability: Complete Side Ops 145 and 146.

Order of Priority: 1  
Reward: 140,000 GMP



**Walkthrough:** This boy sought refuge at the top of one of the towers at Aabe Shifap Ruins, with bears roaming at the structure's base. Silence the animals if required, and climb up to the child using the cracks in the tower (which you can identify with your night vision goggles). To extract him, Fulton recovery is the only option.

## SIDE OP 149: “SEARCH FOR THE ESCAPED CHILDREN 05”

Location: Afghanistan, East Region  
Availability: Complete Side Ops 145 and 146.

Order of Priority: 1  
Reward: 140,000 GMP



**Walkthrough:** This boy is located at Da Smasei Laman, on the east end of the cave network's upper floor. He is surrounded by puppet soldiers. After you deal with the adversaries that pose a threat, carry the child to a position without a solid surface overhead to perform a Fulton recovery.

## SIDE OP 148: “SEARCH FOR THE ESCAPED CHILDREN 04”

Location: Afghanistan, West Region  
Availability: Complete Side Ops 145 and 146.

Order of Priority: 2  
Reward: 140,000 GMP



**Walkthrough:** This boy is hidden at the south end of Lamar Khaate Palace, on the upper floor. You need to silence a number of soldiers to reach him, and navigate the narrow ledges leading to his position. You then need to carry him to an area with no ceiling for a Fulton extraction.

## SIDE OP 150: “SECURE QUIET”

Location: Afghanistan, Northwest Region  
Availability: The following four conditions must be fulfilled for this side op (and Mission 45, which immediately follows it) to be triggered:

Order of Priority: 3  
Reward: 140,000 GMP

- You spared Quiet's life at the end of Mission 11.
- Quiet is available (she is not recuperating).
- Your Bond with Quiet is at its maximum level.
- You have seen the cutscene at Mother Base where a scientist is exiled.
- You do not use the “Butterfly (front)” design in your emblem.



**Walkthrough:** All you need to do in order to complete this side op is to retrieve the intel file inside the house shown here, in the guard post to the east of Aabe Shifap Ruins. Note that completing this assignment immediately triggers Mission 45, so make sure you are fully prepared beforehand. See page 192 for details.

SIDE OPS 141-150



## ! "TARGET PRACTICE" SIDE OPS

There are seven "Target Practice" side ops — one per main Mother Base platform. The principle is the same for all of them: once you activate the assignment at the waypoint marker, you have five minutes to shoot 35 targets that appear on the platform. Here are a few tips to help you to complete these challenges:

- Familiarize yourself with the structure and layout of each platform in advance, particularly how and where the stairs connect the different floor levels together.
- You only have nonlethal weapons available for use, but infinite ammunition. A good submachine gun or assault rifle can help shave seconds here and there, though this isn't critical.
- Activating the night vision goggles highlights the dummy targets with a characteristic yellow glow. This can be a good way to spot those that are partially concealed from your current position.
- If you are missing only a handful of targets should time run out, don't stop looking: the targets that you fail to hit will remain visible for approximately 60 seconds afterwards in a transparent "ghost" form. This can enable you to note their locations for your next attempt.
- Failing these side ops is not a cause for concern. You can replay them immediately and as many times as you need.
- If you have an online connection, you can actually compare your best times against those of other players.

### SIDE OP 151: "TARGET PRACTICE (COMMAND PLATFORM)"

Location: Mother Base, Command Platform  
Availability: Build all four decks of the Command Platform, and D-Dog as a puppy is not on Mother Base.

Order of Priority: 2  
Reward: 30,000 GMP



**Walkthrough:** Start by shooting the four targets that are hidden on the narrow walkways on both sides of the northern landing zone, right by your starting position. You can get the other 31 by slowly going up the central building, hitting all targets on your way (including those found on the two smaller side buildings).

### SIDE OP 153: "TARGET PRACTICE (SUPPORT UNIT PLATFORM)"

Location: Mother Base, Support Unit Platform  
Availability: Build the Support Unit Platform.

Order of Priority: 1  
Reward: 30,000 GMP

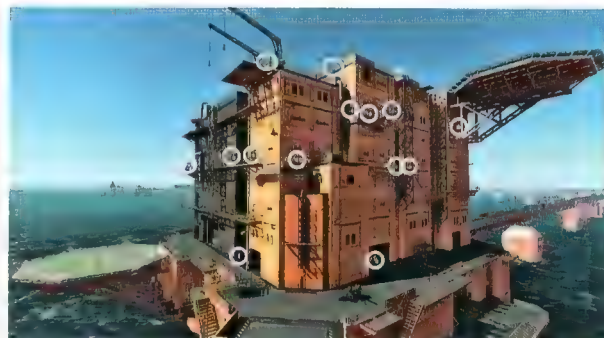


**Walkthrough:** If you are short of a handful of targets, don't miss the three at the far end of the warehouse, and the one on the rooftop (which you can actually shoot from your starting position).

### SIDE OP 152: "TARGET PRACTICE (R&D PLATFORM)"

Location: Mother Base, R&D Platform  
Availability: Build the R&D Platform.

Order of Priority: 2  
Reward: 30,000 GMP

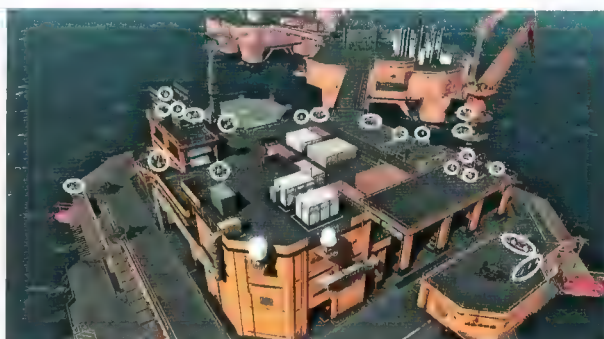


**Walkthrough:** This is one of the harder Target Practice missions, so make sure you recon the R&D Platform meticulously. You will need to methodically clear every floor level, including the outer parts, with some targets fiendishly hidden in small recesses and on horizontal pipes.

### SIDE OP 154: "TARGET PRACTICE (BASE DEVELOPMENT PLATFORM)"

Location: Mother Base, Base Development Platform  
Availability: Build the Base Development Platform.

Order of Priority: 1  
Reward: 30,000 GMP



**Walkthrough:** One of the easier Target Practice missions — you can hit all targets from the small rooftop where you begin. The only potentially tricky target is the one hidden inside the metal girder structure.

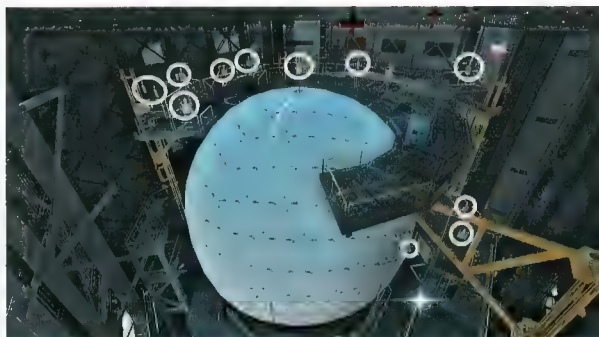




## SIDE OP 155: "TARGET PRACTICE (INTEL TEAM PLATFORM)"

Location: Mother Base, Intel Team Platform  
Availability: Build the Intel Team Platform.

Order of Priority: 1  
Reward: 30,000 GMP



Walkthrough: There are 32 targets inside the structure, and three outside, close to the main entrance.

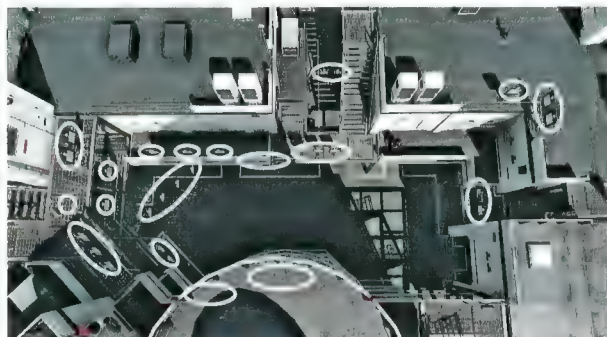
SIDE OPS



## SIDE OP 156: "TARGET PRACTICE (MEDICAL PLATFORM)"

Location: Mother Base, Medical Platform  
Availability: Build the Medical Platform.

Order of Priority: 2  
Reward: 30,000 GMP

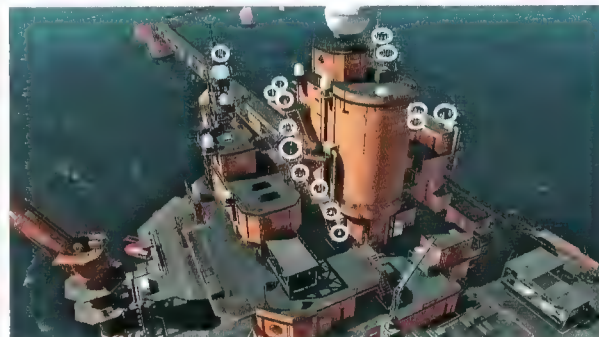


Walkthrough: This is arguably the easiest Target Practice side op. You can hit all 35 targets from your starting position.

## SIDE OP 157: "TARGET PRACTICE (COMBAT UNIT PLATFORM)"

Location: Mother Base, Combat Unit Platform  
Availability: Build the Combat Unit Platform.

Order of Priority: 1  
Reward: 30,000 GMP



Walkthrough: Don't miss the targets on the two antenna structures. You cannot climb these, but you do not need to: you can clear them from the central decks.

SIDE OPS 151-157







- 1 QUICKSTART
- 1 PRIMER
- 3 WALKTHROUGH
- 1 SIDE OPS
- MOTHER BASE
- REFERENCE & ANALYSIS
- EXTRAS
- 1 INDEX

# MOTHER BASE



This chapter studies all aspects of Mother Base in great detail – both the physical facilities that you can visit at any time to trigger cutscenes and interact with a variety of points of interest, and the virtual space (accessible via the iDroid menu) that hosts *MGSV*'s endlessly rich management metagame.



# [!] AERIAL COMMAND CENTER [ACC]

An extension of Mother Base, the Aerial Command Center helicopter ("ACC") is your primary operations center. While on board, you have access to all management and deployment options.

- If you are in the field and want to visit Mother Base, you need to return to the Aerial Command Center first. Once in the ACC, open your iDroid and select "Return to Mother Base" from the Missions tab. You can then choose the most appropriate LZ.
- From the ACC you can launch any available mission or side op, or select an LZ of your choice on any map to free roam. If your next mission takes place in a location far on the other side of an area map, a quick stop by the ACC can be faster and more convenient than a long journey by land.
- If you want to change maps or launch a mission set on a different map (from Afghanistan to Africa and vice versa), you have to go through the ACC first.
- Unlocked once you complete Side Op 109, weapon customization can only be performed while aboard the ACC.

- Last but not least, every time you return to the ACC, Big Boss's health – which can be reduced when he suffers serious injuries – is fully replenished. Your equipment is also automatically restocked.

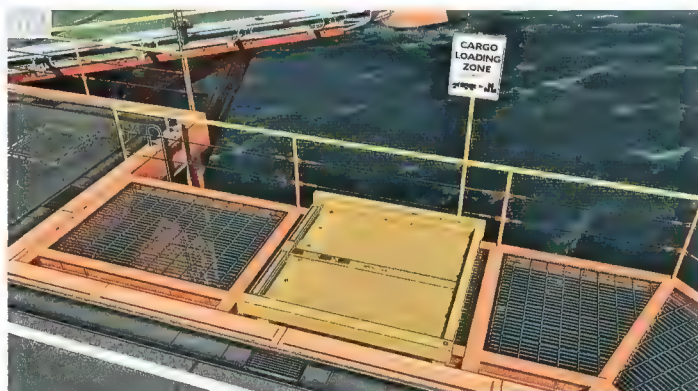
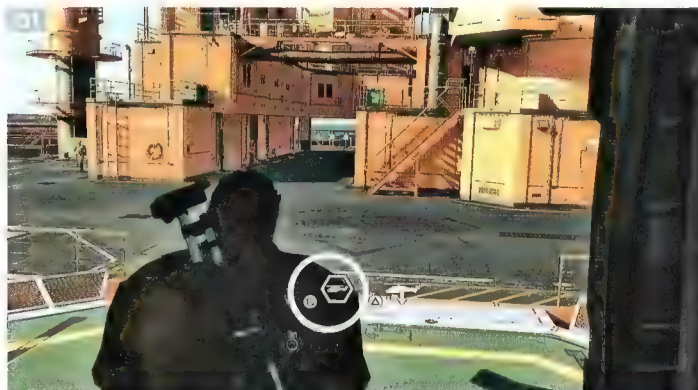
While calling for a chopper is the most common method of reaching the ACC, you can also use menu options to abbreviate this process. However, using the "Return to ACC" menu option will cause you to erase all progress since your last recorded checkpoint (see page 289 to learn more about this system). If you are absolutely sure that you will not lose anything of note, the following options will deliver you back to the ACC after a short loading break:

- While you are roaming but not actively engaged in a mission, pause the game and select "Return to ACC".
- To end a mission and return to the ACC immediately, select "Abort Mission (Return to ACC)". Be aware that there are minor Heroism penalties for using this option (see page 300).
- While you are at Mother Base, pause the game and select "Return to Title Menu", then "Restart from Helicopter".



## MOTHER BASE HUB

Though Mother Base management is conducted exclusively via the corresponding iDroid menus, making regular visits to the actual facilities can lead to benefits such as optional cinematics, collectibles, stat boosts, and, of course, the opportunity to explore.



### Fast Travel

Even though this might not be immediately apparent, you will soon realize that Mother Base grows to cover a huge area, especially once you build all of its platforms and decks. Travelling from one platform to another on foot or using a four-wheel drive takes quite a while, but you will be glad to know that there are two features that you can use to significantly speed up journeys.

### Chopper Transportation

During your stays on Mother Base, you can request for a helicopter to pick you up at any time from the Missions tab of your iDroid. Choose the landing zone closest to your current position; the chopper will arrive in no more than 30 seconds.

Once you hop aboard, waiting for several seconds will cause the pilot to take off and leave the area. During this delay, you can instead select a destination on Mother Base itself by pressing . After you make your choice on this map, the helicopter will then take you directly to your selected LZ.

### Delivery Points

For near-instantaneous transfers between primary platforms, use the cargo loading zones . These function in the same way as those found in Afghanistan and Africa: equip any cardboard box, stand on the loading platform, then hold when the corresponding button prompt appears onscreen. You can select any delivery point on Mother Base from the map that appears.

The delivery points are only found on the first deck of each platform, but this is nonetheless the fastest way to travel long distances on Mother Base.





MOTHER BASE

## Showers

You can find a temporary shower unit on each platform's first deck, usually right by the primary landing zone [03]. If you notice flies buzzing around Big Boss's head, this is your cue to take a shower. These insects begin to find him irresistible whenever you spend five consecutive in-game days without returning to Mother Base. The number of flies then actually increases for every additional day that you spend away from home.

- The first application of showers is rather obvious: they wash away the dirt and blood accumulated during missions. Note that you can achieve the same result by bathing in pools or rivers, or standing in the rain while deployed in the field. The only exception to this is if you have transformed your character into "Demon Snake" (see page 300 for details), at which point different rules apply.
- Taking showers is not a purely cosmetic feature. Every time you take one, Big Boss enjoys the following temporary bonuses:
  - Reflex Mode duration while aiming a weapon is extended by 0.5s for one day, then 0.4s on the second day, and so forth until the fifth day.
  - The Success rate of Fulton extractions is increased by 5% for one day, then 4% on the second day, and so forth until the fifth day.
  - Big Boss's max health value is increased by 10% for one day, then 8% on the second day, and so forth until the fifth day.

The stat bonuses alone make regular returns to Mother Base worthwhile (though you should note that they do not apply during FOB missions), but these visits will also lead to staff morale boosts, and enable you to view "optional" cutscenes.




## Cinematics

In addition to mandatory cinematic interludes that take place at Mother Base, you can visit the headquarters between missions to trigger "optional" cutscenes. We document all of these (and their unlock conditions) on page 324. However, this information features major spoilers. As a general rule, you should trigger all cinematics if you return to Mother Base to shower regularly, after every three to five main missions. There is one exception: a "secret" storyline that begins behind a door on the first deck of the Medical Platform, accessed via

an upper walkway. In addition to visiting the occupant of this room, you advance this series of cutscenes by completing the "Extract the Wandering Mother Base Soldier" side ops (see page 218).

## Target Practice Side Ops

There are seven "Target Practice" side ops (numbered from 151 to 157), one per main Mother Base platform. Each becomes available when you build the corresponding facility. The start point is represented by the  icon, found on the platform's first deck. Simply walk to the marker and follow the onscreen button prompt to begin.


ACC

MOTHER BASE HUB

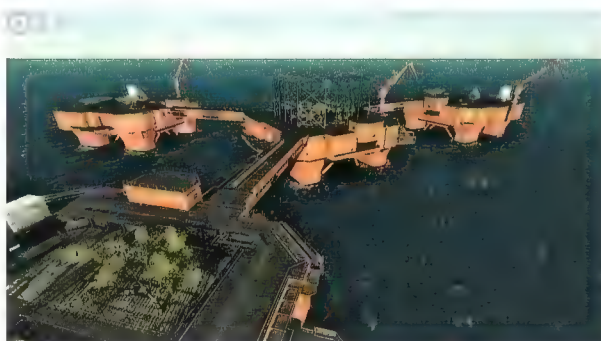
When you launch one of these side ops, you have five minutes to shoot 35 dummy targets distributed all over that deck [04]. There is no penalty for failure and you can replay them as many times as you like. Turn to page 242 for further details.



## Animal Conservation Platform

The Animal Conservation Platform is where the creatures you extract are cared for [05]. You unlock it by fulfilling two conditions: complete three missions from 07, 08, 09 and 10; and extract at least six wild animals. Though an offshore facility, it is not directly connected to other Mother Base platforms. You can access it via the ACC, or from any Mother Base landing zone where the chopper picks you up. From the LZ selection map that offers an overview of Mother Base, press  to switch to the Animal Conservation Platform.

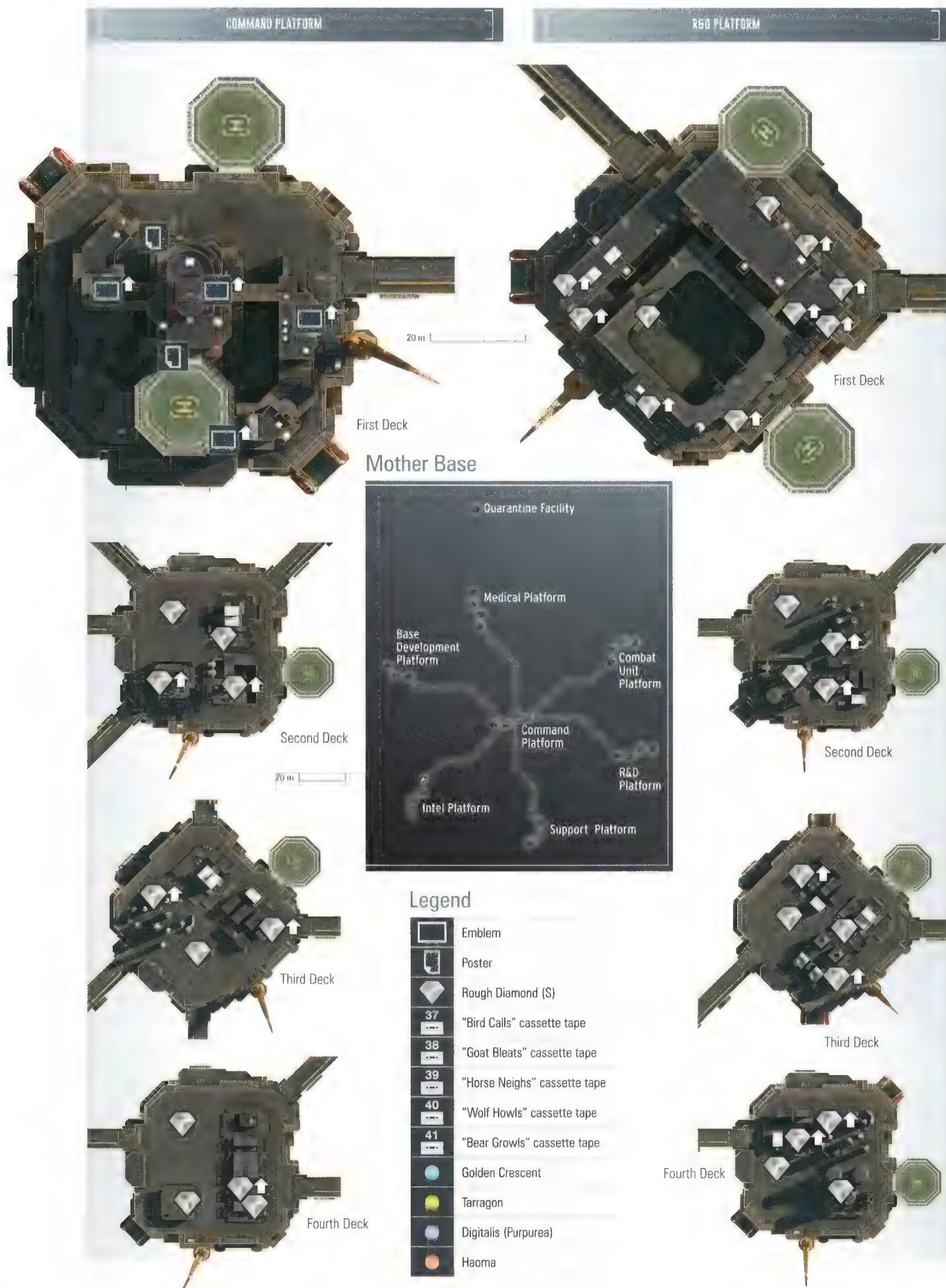
Visits you make to this platform are mostly for the pleasure of observing the species you have extracted so far, though you can also find medicinal plants and cassette tapes. See page 311 for details on the process of finding and extracting animals that you encounter in the field.





## Collectible Maps

These maps show you the position of every collectible that can be picked up on the various Mother Base platforms. Upward and downward arrows are used for items that can be found on elevated or low sections respectively.



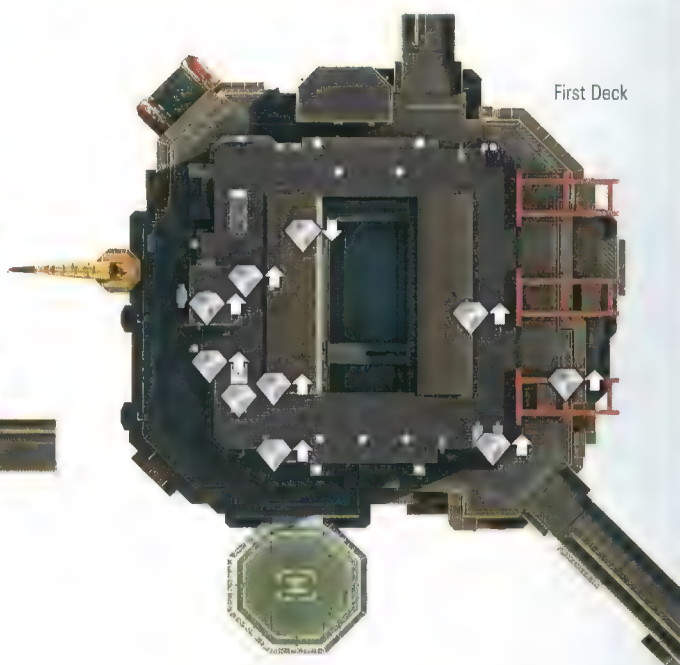


DEVELOPMENT PLATFORM

SUPPORT PLATFORM



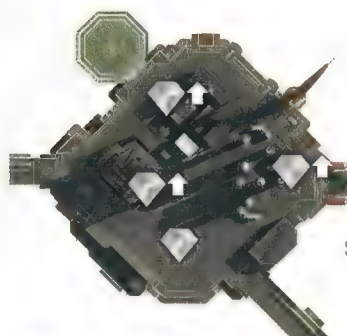
First Deck



First Deck

MOTHER BASE

MOTHER BASE HUB



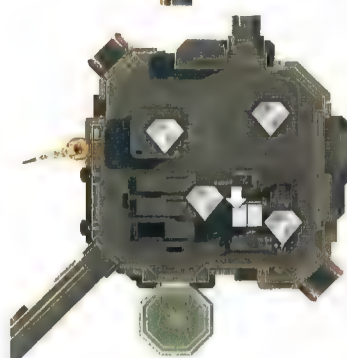
Second Deck



Second Deck



Third Deck



Third Deck



Fourth Deck

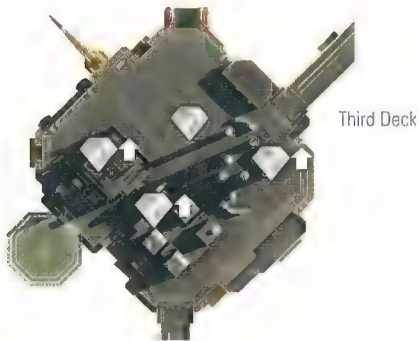
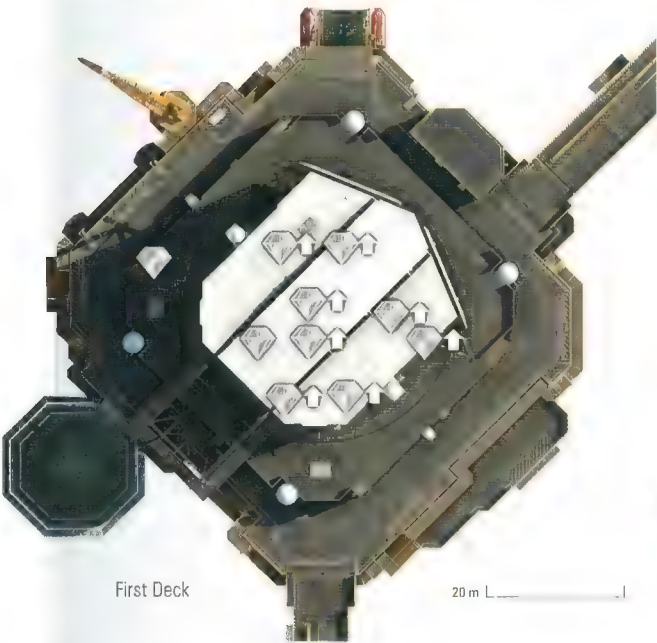


Fourth Deck

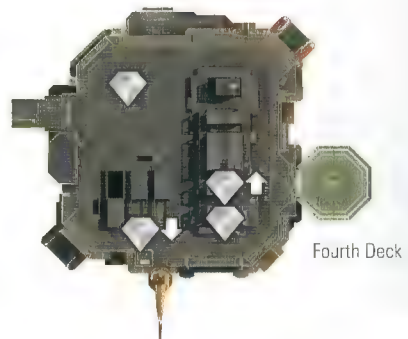
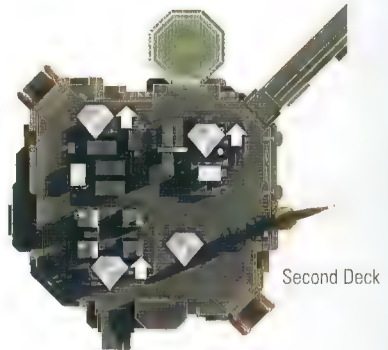


Collectible Maps (Continued)

INTEL PLATFORM



BAT UNIT PLATFORM





MOTHER PLATFORM

Animal Corridors ON PLATFORM

Avian Area

MOTHER BASE

MOTHER BASE HUB

First Deck

Second Deck

Herbivore Area 1

Third Deck

Carnivore Area

Fourth Deck

Herbivore Area 2



# [ ] BASE FACILITIES

Initially limited to a single Command Platform, Mother Base soon evolves as you add new platforms. Each main platform unlocks a new team or unit who will be stationed there, who will offer very specific bonuses and services – a topic we will return to shortly. Note that platforms can only be developed once you reach specific story milestones.

Over time you will further develop your base by adding new expansions – called “decks” – to each platform. Each deck counts as a level of development. The main Command Platform, for example, is also the platform’s first deck (equivalent to Level 1), and you can expand it with up to three additional decks (bringing this platform’s level to 2, 3 and 4 respectively). Once all platforms are at Level 4 (in other words, featuring four decks each), you will have reached the final stage of the base’s development.

To accelerate the growth of Mother Base, it is essential to collect materials and accumulate the core GMP currency by completing missions and side ops, or by raiding guard posts and bases during free roam sessions. Commissioning the construction of the later decks is enormously expensive, so it makes sense to expand your stockpiles of critical resources whenever the opportunity arises.

## Capacity Increases

For every deck that you build, you extend the staff capacity of your base. Expansions to the Command Platform increase the capacity of all teams; expansions to the other platforms increase the capacity of the team based on the platform in question.

### Mother Base Facilities

PLATFORM (DECK)	STAFF CAPACITY							DEVELOPMENT REQUIREMENTS			
	R&D Team	Base Development Unit	Support Unit	Intel Team	Combat Unit	Medical Team	Security Team	GMP	Materials (1)	Materials (2)	Time (Hours)
Command (Lv. 1)	30	30	30	30	30	30	25	-	-	-	-
Command (Lv. 2)	5	5	5	5	5	5	25	90,000	Minor Metal x1,000	Fuel Resources x1,000	2
Command (Lv. 3)	5	5	5	5	5	5	25	180,000	Minor Metal x2,000	Fuel Resources x4,000	2
Command (Lv. 4)	5	5	5	5	5	5	25	240,000	Minor Metal x10,000	Fuel Resources x20,000	2
R&D (Lv. 1)	10	-	-	-	-	-	-	40,000	Common Metal x1,000	Fuel Resources x1,000	0
R&D (Lv. 2)	15	-	-	-	-	-	-	120,000	Common Metal x4,000	Fuel Resources x4,000	2
R&D (Lv. 3)	15	-	-	-	-	-	-	240,000	Common Metal x18,000	Fuel Resources x18,000	3
R&D (Lv. 4)	15	-	-	-	-	-	-	400,000	Common Metal x48,000	Fuel Resources x48,000	5
Base Development (Lv. 1)	-	10	-	-	-	-	-	40,000	Biological Material x1,000	Fuel Resources x1,000	0
Base Development (Lv. 2)	-	15	-	-	-	-	-	120,000	Biological Material x4,000	Fuel Resources x4,000	2
Base Development (Lv. 3)	-	15	-	-	-	-	-	240,000	Biological Material x18,000	Fuel Resources x18,000	3
Base Development (Lv. 4)	-	15	-	-	-	-	-	400,000	Biological Material x48,000	Fuel Resources x48,000	5
Support (Lv. 1)	-	-	10	-	-	-	-	40,000	Common Metal x1,000	Biological Material x1,000	0
Support (Lv. 2)	-	-	15	-	-	-	-	120,000	Common Metal x4,000	Biological Material x4,000	2
Support (Lv. 3)	-	-	15	-	-	-	-	240,000	Common Metal x18,000	Biological Material x18,000	3
Support (Lv. 4)	-	-	15	-	-	-	-	400,000	Common Metal x48,000	Biological Material x48,000	5
Intel (Lv. 1)	-	-	-	10	-	-	-	40,000	Common Metal x1,000	Fuel Resources x1,000	0
Intel (Lv. 2)	-	-	-	15	-	-	-	120,000	Common Metal x4,000	Fuel Resources x4,000	2
Intel (Lv. 3)	-	-	-	15	-	-	-	240,000	Common Metal x18,000	Fuel Resources x18,000	3
Intel (Lv. 4)	-	-	-	15	-	-	-	400,000	Common Metal x48,000	Fuel Resources x48,000	5
Combat Unit (Lv. 1)	-	-	-	-	10	-	-	40,000	Common Metal x1,000	Fuel Resources x1,000	0
Combat Unit (Lv. 2)	-	-	-	-	15	-	-	120,000	Common Metal x4,000	Fuel Resources x4,000	2
Combat Unit (Lv. 3)	-	-	-	-	15	-	-	240,000	Common Metal x18,000	Fuel Resources x18,000	3
Combat Unit (Lv. 4)	-	-	-	-	15	-	-	400,000	Common Metal x48,000	Fuel Resources x48,000	5
Medical (Lv. 1)	-	-	-	-	-	10	-	40,000	Biological Material x1,000	Fuel Resources x1,000	0
Medical (Lv. 2)	-	-	-	-	-	15	-	120,000	Biological Material x4,000	Fuel Resources x4,000	2
Medical (Lv. 3)	-	-	-	-	-	15	-	240,000	Biological Material x18,000	Fuel Resources x18,000	3
Medical (Lv. 4)	-	-	-	-	-	15	-	400,000	Biological Material x48,000	Fuel Resources x48,000	5



## Combat Unit Functions\*

NAME	DESCRIPTION	AVAILABILITY / UNLOCK CONDITION	UNIT LEVEL	RANK	NOTES
<b>Merc Deployment</b>	This is an automatic GMP procurement function. The higher the unit's level, the more GMP you receive on a daily basis.	Once you have access to the Combat unit, which implies finishing two of the missions unlocked after Mission 06 (07, 08, 09 and 10).	1-8	F	Daily income: 10,000 + variable bonus
			9-18	E	Daily income: 15,000 + variable bonus
			19-32	D	Daily income: 20,000 + variable bonus
			33-50	C	Daily income: 25,000 + variable bonus
			51-72	B	Daily income: 30,000 + variable bonus
			73-98	A	Daily income: 35,000 + variable bonus
			99	S	Daily income: 40,000 + variable bonus
<b>Defense Deployment</b>	When your FOB is attacked by another player, this enables you to defend it yourself and carry on with a new character when your current character is defeated. Defeated Diamond Dogs soldiers also respawn after a delay (in real-life seconds).	Once you've built your first FOB (possible after Mission 22); your Combat Unit must be at least Level 14.	14-24	D	Respawn time (player character): 7s Respawn time (soldier): 60s Max reinforcements: 8
			25-40	C	Respawn time (player character): 5s Respawn time (soldier): 50s Max reinforcements: 16
			41-60	B	Respawn time (player character): 4s Respawn time (soldier): 40s Max reinforcements: 32
			61-84	A	Respawn time (player character): 3s Respawn time (soldier): 25s Max reinforcements: 48
			85-99	S	Respawn time (player character): 0s Respawn time (soldier): 10s Max reinforcements: 100

MOTHER BASE

BASE FACILITIES

\* Unlocking the Combat Unit also gives you access to the Combat Deployment feature (see page 266 for details).

## Team & Unit Functions

As you level up your teams and units by securing new recruits and extending total staff capacity with new decks, you also improve the functions and services they provide. This system is governed by lettered ranks (from the lowest F, via E, D, C, B and A, to the highest rating of S), with each rank corresponding to hidden unit level ranges, which we reveal in the tables that follow – along with the associated bonuses and perks that they confer.

Certain functions are handled automatically and occur at regular intervals, such as the Combat Team's "Merc Deployment" service, which provides you with GMP on a daily basis. For these features, time flows relative to the in-game clock while you are playing, but is based on real-life time when you are not. In other words, the corresponding functions will be continually performed by your various teams and units even when your console or computer is turned off, but at a slower rate. One in-game minute corresponds to three real-life seconds, so a full 24-hour cycle in the game takes 72 minutes.

If you reassign or lose staff and a unit drops below the level at which a function is unlocked, that function will become inactive. This sometimes occurs when personnel spend time in the brig or sickbay, or when you manually transfer people to different teams. This is rarely a cause for concern: as you should be regularly Fulton extracting enemy combatants to expand the ranks at Mother Base, such interruptions of services or functions are always temporary.

## R&D Team Functions

NAME	DESCRIPTION	AVAILABILITY / UNLOCK CONDITION	TEAM LEVEL	RANK
<b>Development: Weapons</b>	Enables the development of weapons, items, tools and uniforms; the better the team's level, the more advanced the development opportunities will be.	Complete Mission 02	1-4	F
			5-13	E
			14-24	D
			25-40	C
			41-60	B
			61-84	A
			85-99	S
<b>Development: Helicopter</b>	Enables the development of improvements for Mother Base's fleet of support helicopters.	Complete Mission 03, 04 or 05	1-4	E
			5-13	D
			14-24	C
			25-40	B
			41-60	A
			61-99	S
<b>Development: D-Horse</b>	Enables the development of equipment for D-Horse.	Complete Mission 03, 04 or 05	1-13	B
			14-24	A
			25-99	S
<b>Development: D-Dog</b>	Enables the development of equipment for D-Dog.	When D-Dog becomes available as a Buddy	1-13	B
			14-24	A
			25-99	S
<b>Development: Quiet</b>	Enables the development of equipment for Quiet.	When Quiet becomes available as a Buddy, and your Bond with her is at 20% or higher	1-13	C
			14-24	B
			25-40	A
			41-99	S
<b>Development: D-Walker</b>	Enables the development of accessories, weapons and upgrades for D-Walker.	Complete Mission 13	1-13	E
			14-24	D
			25-40	C
			41-60	B
			61-84	A
			85-99	S
<b>Development: Security Devices</b>	Enables the development of security devices.	Once you've built your first FOB	1-24	D
			25-40	C
			41-60	B
			61-84	A
			85-99	S



## Team & Unit Functions (Continued)

### Base Development Unit Functions

NAME	DESCRIPTION	AVAILABILITY / UNLOCK CONDITION	UNIT LEVEL	RANK	NOTES
<b>Materials Procurement</b>	This is an automatic materials procurement function. The higher the unit's level and rank, the more materials you receive (and the higher the probability that you will obtain rare materials) on a daily basis.	Finish two of the following missions: 03, 04 and 05	1-8	F	Materials per day: 6,000
			9-18	E	Materials per day: 6,500
			19-32	D	Materials per day: 7,000
			33-50	C	Materials per day: 7,500
			51-72	B	Materials per day: 8,500
			73-98	A	Materials per day: 9,000
<b>Materials Processing</b>	This is an automatic processing function that changes unprocessed materials into processed materials that you can actually use. The processing time is reduced as the unit's level increases. The times listed here are in in-game minutes.	Finish two of the following missions: 03, 04 and 05	99	S	Materials per day: 10,000
			1-4	F	Processing time: 60min
			5-13	E	Processing time: 48min
			14-24	D	Processing time: 36min
			25-40	C	Processing time: 25min
			41-60	B	Processing time: 15min
<b>Platform Construction</b>	Enables you to build new platforms and decks, which increases the number of staff and containers you can have; the time required for construction is reduced as the unit's level increases.	Finish two of the following missions: 03, 04 and 05	61-84	A	Processing time: 12min
			85-99	S	Processing time: 10min
			1-8	F	Construction time: 100%
			9-18	E	Construction time: 90%
			19-32	D	Construction time: 80%
			33-50	C	Construction time: 70%
<b>FOB Construction</b>	Enables you to build FOBs to increase your overall staff and container capacity and improve all base functions, including automatic procurement and processing of materials.	Complete Mission 22	51-72	B	Construction time: 60%
			73-98	A	Construction time: 55%
			99	S	Construction time: 50%
			1-8	F	Construction time: 100%
			9-18	E	Construction time: 90%
			19-32	D	Construction time: 80%
<b>Automated Security</b>	Enables you to protect your FOBs with security devices.	Once you've built your first FOB (possible after Mission 22)	33-50	C	Construction time: 70%
			51-72	B	Construction time: 60%
			73-98	A	Construction time: 55%
			99	S	Construction time: 50%
			1-8	F	Construction time: 100%
			9-18	E	Construction time: 90%
<b>Nuclear Development</b>	Enables the development (and disposal) of nuclear weapons; the time required to research them decreases as the unit's level increases.	Complete Mission 31	19-32	D	Development time: 30 hours
			33-50	C	Development time: 27 hours
			51-72	B	Development time: 24 hours
			73-98	A	Development time: 21 hours
			99	S	Development time: 18 hours
			1-8	F	Development time: 36 hours

### Support Unit Functions

NAME	DESCRIPTION	AVAILABILITY / UNLOCK CONDITION	UNIT LEVEL	RANK	NOTES
<b>Fulton Extraction</b>	Recovery of the personnel, cargo and resources that you Fulton extract on the field. The Success rate of extractions in harsh conditions improves as the unit's level increases.	Complete Mission 02	1-8	F	Success rate: +0%
			9-18	E	Success rate: +10%
			19-32	D	Success rate: +20%
			33-50	C	Success rate: +30%
			51-72	B	Success rate: +40%
			73-98	A	Success rate: +50%
<b>Supply Drops</b>	Delivery of the supply drops or Buddies that you request while in the field; their arrival takes less time as the unit's level increases. The delivery times listed here are in in-game minutes.	Complete Mission 02	99	S	Success rate: +60%
			1-4	F	Delivery time: 7 min
			5-13	E	Delivery time: 6 min
			14-24	D	Delivery time: 5 min
			25-40	C	Delivery time: 4 min
			41-60	B	Delivery time: 3 min
<b>Fire Support</b>	Enables you to order air support while you are in the field; attack preparations take less time as the unit's level increases. The preparation times listed here are in in-game minutes.	Complete Mission 06 and raise your Support Unit to Level 9 or higher	61-84	A	Delivery time: 2 min
			85-99	S	Delivery time: 1 min
			9-18	E	Preparation time: 6 min
			19-32	D	Preparation time: 5 min
			33-50	C	Preparation time: 4 min
			51-72	B	Preparation time: 3 min
<b>Bombardment</b>	Enables the "Bombardment" Fire Support option: artillery strikes employed to eliminate enemies in a specified area. The number of shells fired is determined by the unit's level.	Complete Mission 06 and raise your Support Unit to Level 9 or higher	73-98	A	Preparation time: 2 min
			99	S	Preparation time: 1 min
			9-18	E	Attack number: 2
			19-32	D	Attack number: 4
			33-50	C	Attack number: 6
			51-72	B	Attack number: 8
<b>Smoke Dispersal</b>	Enables the "Smoke Dispersal" Fire Support option employed to disperse smoke in a specified area; the duration of the effect is extended as the unit's level increases. The durations listed here are in in-game minutes.	Complete Mission 06 and raise your Support Unit to Level 14 or higher	73-98	A	Attack number: 10
			99	S	Attack number: 12
			14-24	D	Effect duration: 6 min
			25-40	C	Effect duration: 9 min
			41-60	B	Effect duration: 12 min
			61-84	A	Effect duration: 15 min
<b>Sleeping Gas Dispersal</b>	Enables the "Sleeping Gas Dispersal" Fire Support option, where sleeping gas is dispersed in a specified area; the radius of the gas cloud grows as the unit's level increases.	Complete Mission 06 and raise your Support Unit to Level 19 or higher	85-99	S	Effect duration: 18 min
			19-32	D	Gas cloud radius: 6m
			33-50	C	Gas cloud radius: 9m
			51-72	B	Gas cloud radius: 12m
			73-98	A	Gas cloud radius: 15m
			99	S	Gas cloud radius: 18m
<b>Chaff Dispersal</b>	Enables the "Chaff Dispersal" Fire Support option: disperses chaff in a specified area to disrupt devices such as radars, guided missiles and surveillance cameras. The duration of the effect is extended as the unit's level increases. The durations listed here are in in-game minutes.	Complete Mission 06 and raise your Support Unit to Level 25 or higher	25-40	C	Effect duration: 6 min
			41-60	B	Effect duration: 8 min
			61-84	A	Effect duration: 10 min
			85-99	S	Effect duration: 12 min
<b>Weather Modification</b>	Enables the "Weather Modification" Fire Support option to change weather conditions.	Complete Mission 06 and raise your Support Unit to Level 33 or higher	33-99	-	-
<b>Comms Support: Russian</b>	Provides real-time interpretation of Russian (used by Soviet soldiers).	Extract a soldier or prisoner with the "Interpreter (Russian)" skill	-	-	-
<b>Comms Support: Pashto</b>	Provides real-time interpretation of Pashto (used by Mujahideen).	Extract a soldier or prisoner with the "Interpreter (Pashto)" skill	-	-	-
<b>Comms Support: Afrikaans</b>	Provides real-time interpretation of Afrikaans (used by soldiers in Africa).	Extract a soldier or prisoner with the "Interpreter (Afrikaans)" skill	-	-	-
<b>Comms Support: Kikongo</b>	Provides real-time interpretation of Kikongo (used by child soldiers).	Extract a soldier or prisoner with the "Interpreter (Kikongo)" skill	-	-	-



## Intel Team Functions

NAME	DESCRIPTION	AVAILABILITY / UNLOCK CONDITION	UNIT LEVEL	RANK	NOTES
Information Gathering	Pinpoints the location of additional points of interest on the iDroid map as the team's level increases.	Complete Mission 06	1-4	F	Afghanistan: roads Africa: roads
			5-13	E	Afghanistan: roads, dumpsters, toilets Africa: roads
			14-24	D	Afghanistan: roads, dumpsters, toilets, back roads Africa: roads
			25-40	C	Afghanistan: roads, dumpsters, toilets, back roads, wall cracks Africa: roads, dumpsters, toilets
			41-60	B	Afghanistan: roads, dumpsters, toilets, more back roads, wall cracks Africa: roads, dumpsters, toilets, back roads
			61-84	A	Afghanistan: roads, dumpsters, toilets, more back roads, wall cracks Africa: roads, dumpsters, toilets, back roads, wall cracks
			85-99	S	Afghanistan: roads, dumpsters, toilets, more back roads, wall cracks Africa: roads, dumpsters, toilets, more back roads, wall cracks
Scouting	Scouts enemies in the field and pinpoints their predicted location on the iDroid map; the accuracy and the frequency of the updates improve as the team's level grows. The frequencies listed here are in in-game minutes.	Complete Mission 06	1-8	F	Prediction radius size: 7 Update frequency: 7 min
			9-18	E	Prediction radius size: 6 Update frequency: 6 min
			19-32	D	Prediction radius size: 5 Update frequency: 5 min
			33-50	C	Prediction radius size: 4 Update frequency: 4 min
			51-72	B	Prediction radius size: 3 Update frequency: 3 min
			73-98	A	Prediction radius size: 2 Update frequency: 2 min
			99	S	Prediction radius size: 1 Update frequency: 1 min
Plant Surveying	Searches for medicinal plants in the field and marks their locations on the map. The search radius widens as the team's level increases.	Complete Mission 06 and raise your Intel Team to Level 9 or higher	9-18	E	Search radius: 10m
			19-32	D	Search radius: 15m
			33-50	C	Search radius: 20m
			51-72	B	Search radius: 25m
			73-98	A	Search radius: 30m
			99	S	Search radius: 35m
Weather Information	Forecasts weather changes; you receive notifications further in advance as the team's level increases. The notifications listed here are in in-game minutes.	Complete Mission 06 and raise your Intel Team to Level 5 or higher	5-13	E	Notification: 2min before weather change
			14-24	D	Notification: 4min before weather change
			25-40	C	Notification: 6min before weather change
			41-60	B	Notification: 8min before weather change
			61-84	A	Notification: 10min before weather change
			85-99	S	Notification: 12min before weather change
Security Information	Offers support to the Security Team when FOBs are attacked by other players; more key defense points are added as the team's level increases.	Build your first FOB	1-8	F	Defense points: +2
			9-18	E	Defense points: +3
			19-32	D	Defense points: +4
			33-50	C	Defense points: +5
			51-72	B	Defense points: +6
			73-98	A	Defense points: +7
			99	S	Defense points: +8

MOTHER BASE

BASE FACILITIES

## Medical Team Functions

NAME	DESCRIPTION	AVAILABILITY / UNLOCK CONDITION	UNIT LEVEL	RANK	NOTES
Aerial First Aid	Provides first aid to injured personnel that you extract; the Success rate for such Fulton extractions increases as the team's level grows.	Complete two of the missions unlocked after Mission 06 (07, 08, 09 and 10)	1-8	F	Success rate: +0%
			9-18	E	Success rate: +10%
			19-32	D	Success rate: +20%
			33-50	C	Success rate: +30%
			51-72	B	Success rate: +40%
			73-98	A	Success rate: +50%
			99	S	Success rate: +60%
Medical Treatment	Treats injured and ill staff in sickbay; every 12 (real-life) minutes, affected staff have a chance to recover by one (hidden) stage, from critical wounds (Stage 7) to full recovery (Stage 0). The recovery chances increase as the team's level grows.	Once you've built the Medical Platform	1-4	F	Recovery chance: 50%
			5-13	E	Recovery chance: 55%
			14-24	D	Recovery chance: 60%
			25-40	C	Recovery chance: 70%
			41-60	B	Recovery chance: 80%
			61-84	A	Recovery chance: 90%
			85-99	S	Recovery chance: 100%

## Security Team Functions

NAME	DESCRIPTION	AVAILABILITY / UNLOCK CONDITION	UNIT LEVEL	RANK	NOTES
Base Security	Posts guards on Mother Base and FOBs to protect the facilities.	Complete Mission 22	1-24	D	-
			25-40	C	-
			41-60	B	-
			61-84	A	-
			85-99	S	-
Base Blockade	When your FOB is attacked by another player, this seals off the intruder and captures them after a set time that decreases as the team levels up. The times listed here are in in-game minutes.	Once you've built your first FOB (possible after Mission 22)	1-8	F	Time required to seal off intruder: 30min
			9-18	E	Time required to seal off intruder: 28min
			19-32	D	Time required to seal off intruder: 26min
			33-50	C	Time required to seal off intruder: 24min
			51-72	B	Time required to seal off intruder: 22min
			73-98	A	Time required to seal off intruder: 18min
			99	S	Time required to seal off intruder: 10min



## DEVELOPMENT

The "Development" entry of the iDroid menu is the gateway to a vast array of new weapons, upgrades and items that you can research and add to your arsenal.

Any equipment that you can develop in a given category appears in the "Development Requirements Met" tab. Simply scroll down that tab until you find the piece you're looking for, and press **ⓧ**/**△**. Alternatively, you can cycle through the various sub-categories (handguns, submachine guns, and so forth) with **(L)** & **(R)**/**LB** & **RB** and make your selection from there.

### Development Trees & Grades

Every piece of equipment that you can use in the opening hours of the *MGSV* story should be regarded as a seed for a development tree. As you make progress in the main storyline and Mother Base metagame, these seeds beget roots, branches, leaves and fruit as you successively unlock more powerful equipment with each unlock milestone. Reaching a particular branch of a development tree might germinate a new seed (a different weapon type, for example), or lead to alternative iterations of an existing staple of your armory.

Starting weapons and items are usually of Grade 1, and improved versions belong to superior grades, up to the maximum Grade 6. Your default tranquilizer handgun (the WU S.Pistol), for example, is originally Grade 1, but there are four direct upgrades (from Grade 2 to Grade 5), gradually introducing improved specs and enhancements.



These "trees" are represented by diagrams in the game **[61]**. As you might expect, developing items at the root end of each tree (the left side) will gradually lead you to unlock items in the upper canopy (the right side). Some branches lead to alternative versions that offer distinct benefits (such as nonlethal ammunition, or a suppressor).

While the development of early equipment is instantaneous and relatively affordable, later upgrades or advanced items will often take time to complete (from minutes to over an hour), and require a substantial investment of GMP and materials.

### Attributes

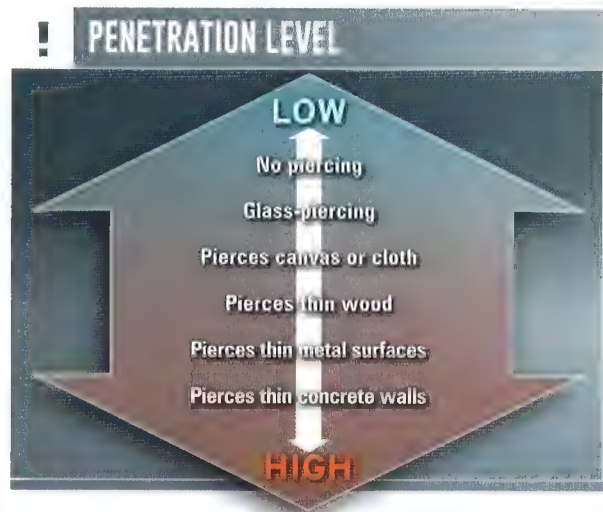
Weapons and items have two types of attributes: specs and enhancements **[62]**.

### Specs

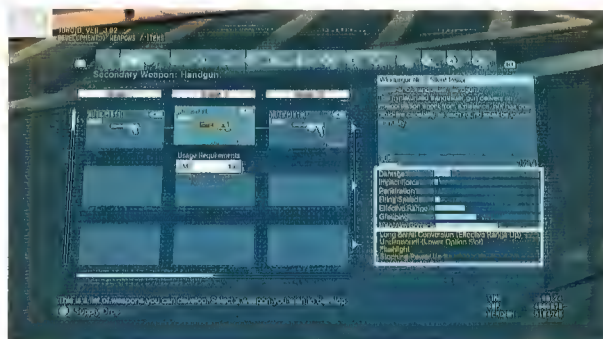
There are seven specs that govern the properties and performance of weapons.

- **Damage:** The amount of damage inflicted per bullet or explosion. This is not the only spec factored in for the calculation of damage, so an automatic weapon that fires several bullets per second will inflict massive damage over brief intervals, even though each bullet taken individually isn't powerful by itself. A weapon's impact force and the target's "Defense" values are also factored into the calculation.

- **Impact Force:** A weapon's ability to break through the "Defense" value of the target. In practical terms, whenever you attack an enemy, your weapon's Impact Force value is compared to the enemy's Defense value. If the former is greater, you deal full damage; if the enemy's Defense value is higher, the damage you inflict is reduced. The higher the difference, the greater the reduction.
- **Penetration:** A weapon's ability to pierce through armor and surfaces. Sniper rifles are the best in this category. Automatic weapons generally have reasonable penetration values. The hierarchy is as follows:



- **Firing Speed:** The rate at which a weapon can fire its projectiles, expressed in rounds per minute. All automatic firearms tend to excel in this category.
- **Effective Range:** This spec determines the range within which the rounds fired by a weapon have a straight trajectory, in meters. Rounds fired will gradually drop once they have passed beyond this effective range. This stat is particularly relevant for sniper rifles. If you notice that your shots seem to hit below your intended target (such as an opponent's head), aim a little higher to compensate.
- **Grouping:** This governs how accurate a weapon can be when multiple shots are fired in quick succession at the exact same target. A firearm with a high grouping value can potentially fire multiple shots in a row within a very small target area. This is particularly relevant for automatic firearms.
- **Auto-Aim Correction:** When you ready a weapon with the Auto-Aim Correction option turned on (the default setting), the camera is automatically adjusted so that the reticle points at the center of the nearest target. The higher this spec, the more powerful this lock-on effect will be. This is a property that becomes less critical as you become more comfortable with the combat system.





When you study a weapon via the Development menus, its specs are represented with blue bars in the window on the right-hand side of the screen. Any bar segment of a different color corresponds to stat differences between the weapon you're looking at and the weapon of the same category you are currently equipped with. If the segment is red, it means the weapon has a lower stat (the red portion corresponds to the attribute points "lost" if you equip the weapon). If the segment is yellow, it means the weapon you're looking at has a superior stat (the yellow portion corresponds to the attribute points you will be gaining if you equip the weapon).



## Enhancements

Enhancements are bonuses conferred on weapons and items. These can be inherent to the piece of equipment in question, or conferred by accessories that are called attachments — such as scopes, suppressors or flashlights. These bonuses appear in yellow below the specs of each individual weapon or item. You can manually adjust the enhancements of weapons once you unlock the weapon customization feature: see page 276 for details.

## Requirements

You can only begin an R&D project once you meet the specified requirements. These appear automatically in a small pop-up window when you highlight or select any item at the Development screen. Development requirements are unique to each weapon or item, but usually involve at least two prerequisites from the following list:

- **GMP:** The amount of cash you have to pay. GMP is primarily accumulated by completing missions and side ops, sending your recruits on Combat Deployment assignments, and by picking up Rough Diamonds.
- **Team & Unit Level Milestones:** Most projects are only unlocked when your R&D team reaches specific levels. Some require assistance and expertise from other Mother Base teams and units — which is, again, determined by their current level.
- **Processed Materials:** These are common metal, minor metal, precious metal, fuel resources, and biological material. They can be obtained as collectibles when you explore the map, or as rewards from Combat Deployment assignments. Your Base Development Unit will also automatically procure and process materials on a daily basis.
- **Medicinal Plants:** These can be collected as you find them, or obtained as rewards for the completion of certain Combat Deployment missions.
- **Blueprints:** These are unique items that can be found through general exploration, during specific missions, or as rewards for certain Combat Deployment assignments. See page 306 for details.
- **Specialist Skills:** Many advanced pieces of equipment can only be developed if you have recruited a specialist staff member who has a very particular skill. For example, the Grade 5 upgrade of your default handgun can only be researched if you have a Noise Suppression Specialist in your ranks. See page 270 for details.

When development requirements have been met and an item can be developed, it is marked with a  icon. Conversely, when development requirements are still out of your immediate grasp, an item is marked with a  icon. All basic developments are instantaneous, but researching advanced upgrades often takes time, as revealed in our tables.

Once you have developed a piece of equipment, it becomes available for use in the field. However, you should note that there are usage

requirements that you need to fulfill every time you choose that equipment, or order it to be delivered via a supply drop. Usage requirements usually only amount to a fraction of the resources required for the development of the item. If you like to change equipment frequently, however, the transport costs soon add up. For this reason, try to think ahead when you visit the Sortie Prep screen, and bring with you any piece of equipment that you might need during forthcoming missions. The savings over the course of a full playthrough can be significant — leaving you with more money and resources to invest in further research.

MOTHER BASE

## Development Priorities

As a general rule, money (GMP) and materials are far from plentiful — and it takes time and effort to accumulate them. It makes sense, then, to prioritize the development of truly essential weapons and equipment, saving the rest of your hard-earned resources for Mother Base expansions. A scattershot approach to R&D projects in the early stages of the story will slow your progress. There is no reason why you can't commission research on a weapon that really interests you, but don't attempt to develop everything the moment it appears: it's simply not practical.

If you don't know where to start, we strongly advise that you prioritize the following projects:

DEVELOPMENT

- Your **Fulton Recovery Device** is absolutely essential. Whenever an upgrade is available, research it without hesitation.
- Your default **WU S.Pistol** is a mainstay of a balanced arsenal throughout the entire adventure. Regard all potential upgrades of this weapon as practically mandatory.
- Develop a **Sniper Rifle** as soon as you can, as this gives you tactical flexibility. Midway through the story, researching a rifle that fires tranquilizer rounds is a major advantage, simplifying infiltrations and the process of recruiting high-value staff. When you reach the point in time where you can research lethal and nonlethal sniper rifles equipped with suppressors, do so immediately: they're a revelation.
- **Decoys** and any related upgrades are valuable additions to your arsenal if you favor pure stealth tactics.
- Having a solid **Primary Weapon** carried on the hip is essential for those instances when open conflict is unavoidable. An assault rifle equipped with a suppressor should be suitable for most circumstances, though a grenade launcher can prove just as effective.
- Some missions and side ops require the use of a **Rocket Launcher**, so this is a very good use of your funds and resources. We suggest that you focus on the development of a single model at first, then favor the powerful and versatile CGM 25 when it becomes available.
- Later in the story, **Sleep Grenades** and **Sleeping Gas Mines** offer an entirely new way to deal with enemies, and are particularly useful against soldiers equipped with full body armor.
- Don't neglect to invest in upgrades for your **Support Helicopters** (to enhance their durability and attack power) and your favored **Buddies**. All of Quiet's rifles have applications in specific missions, while D-Dog's repertoire of abilities can be expanded in interesting ways by researching new gear.







## Primary Weapons (Hip): Assault Rifles (continued)

DEVELOPMENT REQUIREMENTS

SPECS

Name	Grade	Cost	Requirements Skill & Items	Weight	Magazine	Resources	Time (min)	Damage	Impact Force	Penetration	Firing Speed (RPM)	Effective Range (m)	Crouching	Auto-Aim Correction
PG-76	3	276,000	Gunsmith (Assault Rifles)	20	-	-	18	825	300		540	45.0	501	400
PG-76	4	440,000	-	34	-	-	36	962	300		540	45.0	501	400
PG-76	5	620,000	-	50	-	-	72	1,100	300		540	45.0	501	400
PG-67	4	450,000	Gunsmith (Assault Rifles)	35	-	Common Metal x2,000	36	1,190	300	Pierces thin wood	540	47.0	493	300
PG-67	5	630,000	-	51	-	-	72	1,360	300		540	47.0	493	300
PG-67	6	990,000	-	60	-	-	144	1,530	300		540	47.0	493	300
AM MRS-4	1	0	-	0	-	-	0	550	300		720	46.0	519	350
AM MRS-4	2	110,000	-	11	-	-	0	687	300		720	46.0	519	350
AM MRS-4	3	250,000	-	21	-	-	18	825	300		720	46.0	528	350
AM MRS-4	4	450,000	-	35	-	-	36	962	300		720	46.0	528	350
AM MRS-4	5	630,000	-	51	-	-	72	1,100	300		792	42.3	517	462
AM MRS-4R	3	306,000	Gunsmith (Assault Rifles)	23	-	-	18	825	300	Pierces thin wood	720	52.9	519	315
AM MRS-4R	4	470,000	-	37	-	-	36	962	300		720	52.9	519	315
AM MRS-4R	5	650,000	-	53	-	-	72	1,100	300		720	52.9	528	315
AM MRS-4LS	3	326,000	Gunsmith (Assault Rifles)	25	-	-	18	825	300		720	46.0	542	368
AM MRS-4LS	4	490,000	-	39	-	-	36	962	300		720	46.0	542	368
AM MRS-4LS	5	670,000	-	55	-	Common Metal x4,000	72	1,100	300		720	46.0	542	368
UN-ARC	1	40,000	-	4	-	-	0	690	300		720	52.8	557	238
UN-ARC	2	120,000	[UN-ARC] Blueprint	12	-	-	0	850	300		720	52.8	558	238
UN-ARC	3	250,000	-	22	-	-	18	1,020	300		720	52.8	567	238
UN-ARC	4	460,000	-	36	-	-	36	1,190	300		720	52.8	567	238
UN-ARC	5	640,000	-	52	-	-	72	1,360	300		720	52.8	567	238
UN-ARC-PT	3	240,000	Gunsmith (Assault Rifles)	20	-	-	18	1,020	300	Pierces thin wood	792	45.6	540	320
UN-ARC-PT	4	440,000	-	34	-	-	36	1,190	300		792	45.6	549	320
UN-ARC-HB	3	280,000	Gunsmith (Assault Rifles)	24	-	Common Metal x900	18	1,020	300		720	48.0	594	238
UN-ARC-HB	4	480,000	-	38	-	-	36	1,190	300		720	48.0	594	238
UN-ARC-HB	5	660,000	-	54	-	Common Metal x4,000	72	1,360	300		720	48.0	594	238
UN-ARC-NL	2	130,000	-	13	-	Fuel Resources x200	0	687	200		594	40.9	548	512
UN-ARC-NL	3	270,000	Gunsmith (Assault Rifles)	23	-	-	18	825	200	No piercing	594	40.9	548	512
UN-ARC-NL	4	470,000	-	37	-	-	36	962	200		594	40.9	558	512
UN-ARC-NL	5	650,000	-	53	53	-	72	1,100	200		594	40.9	558	512
G44	3	200,000	-	20	-	-	18	825	300		750	46.0	479	400
G44	4	460,000	[G44] Blueprint	36	-	-	36	962	300		750	46.0	487	400
G44	5	640,000	-	52	-	-	72	1,100	300	Pierces thin wood	750	46.0	487	400
G44K	4	440,000	Gunsmith (Assault Rifles) [G44] Blueprint	34	-	-	36	962	300		840	42.3	463	520
G44K M1	5	620,000	-	50	-	-	72	1,100	300		840	42.3	463	520
G44-9	5	630,000	Gunsmith (Assault Rifles)	51	-	Common Metal x4,000	72	800	200	Pierces canvas and cloth	897	39.6	427	612
G44-9	6	990,000	-	59	-	-	144	900	200		897	39.6	435	612
G44MG	4	480,000	Gunsmith (Assault Rifles) [G44] Blueprint	38	-	Common Metal x2,000	36	962	300	Pierces thin wood	750	46.0	504	440
G44MG	5	660,000	-	54	-	-	72	1,100	300		750	46.0	504	440

MOTHER BASE

DEVELOPMENT

## Primary Weapons (Hip): Shotguns

RASP TB-SG	1	20,000	-	3	-	-	0	600	600		240	29.0	194	500
RASP TB-SG	2	110,000	-	11	-	-	0	660	600		240	29.0	215	500
RASP TB-SG	3	250,000	-	21	-	-	18	720	600		240	29.0	235	500
RASP TB-SG	4	460,000	-	35	-	Common Metal x2,000	36	910	600	Pierces canvas and cloth	240	30.0	235	480
RASP TB-SG SLUG	2	260,000	-	12	-	Common Metal x200	0	2,750	600		240	36.0	194	440
RASP TB-SG SLUG	3	460,000	Gunsmith (Shotguns)	22	-	-	18	3,000	600		240	36.0	215	440
RASP TB-SG SLUG	4	640,000	-	36	-	-	36	3,250	600		240	36.0	235	440
RASP TB-SG SLUG	5	840,000	-	52	-	Common Metal x4,000	72	4,340	600		240	38.0	235	420
RASP TB-SG AIR-S	3	220,000	-	23	-	Fuel Resources x900	18	3,600	600		240	27.0	194	500
RASP TB-SG AIR-S	4	420,000	Gunsmith (Shotguns)	37	-	-	36	3,900	600	No piercing	240	27.0	215	500
RASP TB-SG AIR-S	5	600,000	-	53	-	-	72	4,200	600		240	27.0	235	500
RASP TB-SG LB	2	140,000	Gunsmith (Shotguns)	14	-	-	0	660	600		240	44.2	194	368
RASP TB-SG LB	3	280,000	-	24	-	-	18	720	600		240	44.2	215	368
RASP TB-SG LB	4	480,000	-	38	-	-	36	780	600		240	60.8	235	252
RASP TB-SG LB	5	660,000	-	54	-	Common Metal x4,000	72	980	600		240	64.0	235	240
RASP TB-SG SB	2	100,000	Gunsmith (Shotguns)	10	-	-	0	770	600	Pierces canvas and cloth	360	23.8	181	550
RASP TB-SG SB	3	240,000	-	20	-	-	18	840	600		420	22.5	167	600
RASP TB-SG SB	4	440,000	-	34	-	-	36	910	600		420	22.5	208	600
RASP TB-SG SB	5	620,000	-	50	-	Common Metal x4,000	72	1,050	600		420	23.4	208	600
S1000	2	50,000	-	9	-	-	0	550	250		80	31.0	165	420
S1000	3	210,000	-	17	-	-	18	600	250		80	31.0	199	399
S1000	4	550,000	-	29	29	-	36	650	250		80	31.0	199	399
S1000	5	845,000	-	47	-	-	72	700	250	Pierces canvas and cloth	80	31.0	199	399
S1000	6	950,000	-	58	58	-	144	750	250		80	31.0	199	399
S1000 SLUG	5	685,000	Gunsmith (Shotguns)	48	-	Common Metal x4,000	72	2,940	600		80	32.0	199	380
S1000 SLUG	6	1,000,000	-	61	61	-	144	3,150	600		80	32.0	199	380
S1000 AIR-S	3	220,000	-	18	-	Fuel Resources x900	18	3,600	600		80	28.0	199	399
S1000 AIR-S	4	480,000	-	30	-	-	36	3,900	600	No piercing	80	28.0	199	399
S1000 AIR-S	5	695,000	-	49	-	-	72	4,200	600		80	28.0	199	399
S1000 EXT.	3	240,000	Gunsmith (Shotguns)	20	-	Common Metal x900	18	600	250		80	31.0	165	420
S1000 EXT.	4	440,000	-	34	-	-	36	650	250		80	31.0	199	399
S1000 EXT.	5	715,000	-	50	-	Common Metal x4,000	72	700	250	Pierces canvas and cloth	80	31.0	199	399
S1000 SHORTY	3	200,000	Gunsmith (Shotguns)	16	-	-	18	600	250		100	29.5	138	462
S1000 SHORTY	4	400,000	-	30	-	-	36	650	250		100	29.5	138	462
KABARGA-83	3	300,000	-	21	-	Common Metal x900	18	540	250		300	30.0	171	380
KABARGA-83	4	630,000	[KABARGA-83] Blueprint	35	-	Common Metal x2,000	36	585	250	Pierces thin wood, canvas and cloth	300	30.0	192	380
KABARGA-83	5	990,000	-	51	-	Common Metal x4,000	72	630	250		300	30.0	206	380
KABARGA-83	6	1,580,000	-	63	-	Minor Metal x3,600	144	675	250		300	30.0	206	380
BULLHORN SG	4	600,000	-	29	-	-	36	585	250		240	33.0	268	350
BULLHORN SG	5	920,000	[BULLHORN SG] Blueprint	43	-	-	72	630	250	Pierces canvas and cloth	240	33.0	289	350
RASP SB-SG GOLD	3	10,000	In specific editions	1	-	-	18	840	600	Pierces canvas and cloth	360	23.8	181	550



## Development Charts (Continued)



### Primary Weapons (Hip): Grenade Launchers

#### DEVELOPMENT REQUIREMENTS

#### SPECS

Name	Rank	Cost	Requestor Skill & Items	Level	Resources	Time (min)	Damage	Impact Force	Penetration	Final Speed (RPM)	Effective Range (m)	Grouping	Auto-Aim Correction
FAKEL-46	1	50,000		7		0	2,600	2,000		60	25.3	275	460
FAKEL-46	2	180,000		18		0	2,860	2,000		60	25.3	275	460
FAKEL-46	3	320,000		32	Common Metal x900	18	3,120	2,000		60	25.3	275	460
FAKEL-46	4	550,000		49	Common Metal x2,000	36	3,380	2,000		60	25.3	275	460
FAKEL (SMOKE)	4	560,000		50	Common Metal x2,000	36	0	2,000		60	25.3	275	460
FAKEL (STUN)	5	780,000	Gunsmith (Grenade Launchers)	55	Minor Metal x2,000	72	4,200	2,000	No piercing	60	25.3	275	460
FAKEL (SLEEP)	6	1,090,000		60	African Peach x576, Digitalis (Lutea) x144	144	4,500	2,000		60	25.3	275	460
FAKEL G-33	2	220,000		26	Common Metal x200	0	2,860	2,000		60	25.3	275	460
FAKEL G-33	3	300,000		37	Common Metal x900	18	3,120	2,000		60	25.3	275	460
FAKEL G-33	4	500,000		51	Common Metal x2,000	36	3,380	2,000		60	25.3	275	460
FAKEL G-33	5	790,000		60	Common Metal x4,000	72	3,640	2,000		60	25.3	275	460
DGL103-SA	2	100,000		14		0	2,860	2,000		60	27.5	316	396
DGL103-SA	3	300,000		27	Common Metal x900	18	3,120	2,000		60	27.5	316	396
DGL103-SA	4	600,000		39	Common Metal x2,000	36	3,380	2,000		60	27.5	316	396
DGL103-SA	5	880,000		52	Common Metal x4,000	72	3,640	2,000		60	27.5	316	396
DGL103 (SMOKE)	5	800,000		53	Common Metal x4,000	72	0	2,000	No piercing	60	27.5	316	396
DGL103 (STUN)	6	1,320,000	Gunsmith (Grenade Launchers)	60	Minor Metal x3,600	144	4,500	2,000		60	27.5	316	396
DGL103-LB	3	320,000		29	Common Metal x900	18	3,120	2,000		60	40.5	318	336
DGL103-LB	4	620,000		41	Common Metal x2,000	36	3,380	2,000		60	40.5	316	336
DGL103-LB	5	1,140,000		54	Common Metal x4,000	72	3,640	2,000		60	43.5	316	336
ISANDO RGL-220	2	200,000		18	Minor Metal x100	0	2,860	2,000		180	21.0	265	400
ISANDO RGL-220	3	446,000	(ISANDO RGL-220) Blueprint	26	Minor Metal x450	18	3,120	2,000		180	25.2	265	320
ISANDO RGL-220	4	780,000		42	Minor Metal x1,000	36	3,380	2,000	No piercing	180	31.5	265	320
RGL-220 (SMOKE)	5	950,000	Gunsmith (Grenade Launchers)	56	Minor Metal x2,000	72	0	2,000		180	31.5	265	320
HAIL MGR-4	3	445,000		25	Minor Metal x450	18	3,120	1,000		180	26.0	328	380
HAIL MGR-4	4	680,000	(HAIL MGR-4) Blueprint	43	Minor Metal x1,000	36	3,380	1,000	No piercing	180	26.0	328	380
HAIL MGR-4	5	880,000		58	Minor Metal x2,000	72	3,640	1,000		180	32.4	328	304



### Primary Weapons (Back): Sniper Rifles

RENOV-ICKX SR	1	40,000		4		0	1,700	600		80	105.0	396	140
RENOV-ICKX SR	2	140,000		14		0	1,925	600		80	105.0	396	140
RENOV-ICKX SR	3	240,000		24		18	2,100	600	Pierces thin metal	80	107.1	444	126
RENOV-ICKX SR	4	440,000		38	Biological Material x2,000	36	2,470	600		80	122.4	435	108
RENOV-ICKX SR	5	640,000		52		72	2,660	600		80	126.0	460	102
RENOV-ICKX TP	2	150,000		15	Golden Crescent x40	0	1,375	600		80	85.0	404	160
RENOV-ICKX TP	3	250,000	Anesthesia Specialist	24	Golden Crescent x90, Digitalis (Purpurea) x72	18	1,500	600	No piercing	80	85.0	404	160
RENOV-ICKX TP	4	450,000		39		36	1,625	600		80	86.7	452	144
RENOV-ICKX TP	5	650,000		53		72	1,750	600		80	89.3	477	136
M2000-D	2	170,000		13		0	2,035	600		60	110.0	427	120
M2000-D	3	280,000		18	18	18	2,280	600	Pierces thin metal	60	110.0	427	120
M2000-D	4	430,000		37		36	2,470	600		60	117.7	499	96
M2000-D	5	600,000		48	48	72	2,660	600		60	117.7	499	96
M2000-NL	4	420,000	Anesthesia Specialist	36	Golden Crescent x200, Digitalis (Purpurea) x160	36	2,275	600	No piercing	60	90.0	435	140
M2000-NL	5	610,000		49		72	2,450	600		60	96.3	507	112
M2000-NL	6	960,000		61	61	144	2,625	600		60	96.3	507	112
BAMBETOV SV	3	230,000		23		18	1,980	600		180	95.0	360	140
BAMBETOV SV	4	390,000	(BAMBETOV SV) Blueprint	33	33	36	2,160	600	Pierces thin metal	180	95.0	360	140
BAMBETOV SV	5	540,000		42		72	2,340	600		180	95.0	376	140
AM MRS-71 RIFLE	3	250,000		26		18	2,160	600		150	100.0	375	120
AM MRS-71 RIFLE	4	450,000	(AM MRS-71 RIFLE) Blueprint	39		36	2,340	600	Pierces thin metal	150	100.0	375	120
AM MRS-71 RIFLE	5	600,000		48		72	2,520	600		150	105.0	467	102
AM MRS-73 RIFLE	5	740,000	Gunsmith (Sniper Rifles)	52	Common Metal x4,000	72	1,680	600		150	90.0	539	160
AM MRS-73 RIFLE	6	1,280,000		62		144	1,800	600		150	94.5	586	136
AM MRS-73 NL	5	630,000	Anesthesia Specialist	49	Golden Crescent x400, Digitalis (Purpurea) x320	72	1,260	600	No piercing	150	80.0	539	180
BRENNAN LRS-46	4	500,000		37	Common Metal x2,000	36	2,990	2,200		60	130.0	354	40
BRENNAN LRS-46	5	940,000	(BRENNAN LRS-46) Blueprint	52	Common Metal x4,000	72	3,120	2,200	Pierces thin concrete walls	60	139.1	386	32
BRENNAN LRS-46	6	1,700,000		62	62	144	3,250	2,200		60	139.1	386	32
SERVAL AMR-7	5	1,080,000	Gunsmith (Sniper Rifles) (SERVAL AMR-7) Blueprint	56	Common Metal x4,000	72	3,120	2,200	Pierces thin concrete walls	80	115.0	326	100







MOTHER BASE

## Primary Weapons (Back): Machine Guns

### DEVELOPMENT REQUIREMENTS

### SPECS

Name	Count	Cost	Requested Skill & Items	Hand	Wireless	Resources	Time (min)	Damage	Impact Force	Penetration	Firing Speed (RPM)	Effective Range (m)	Weight	Auto-Aim Correction
ALM 48	2	80,000	-	16	-	-	0	850	400	-	540	49.0	569	250
ALM 48	3	260,000	-	26	-	-	18	1,020	400	-	540	49.0	571	250
ALM 48	4	460,000	-	40	-	-	36	1,190	400	-	621	49.0	571	250
ALM 48	5	780,000	-	53	-	-	72	1,360	400	Pierces thin wood	621	49.0	571	250
ALM 48H	5	880,000	Gunsmith (Machine Guns)	55	-	-	72	1,360	300	-	828	49.0	571	250
ALM 48S	4	490,000	Gunsmith (Machine Guns)	38	-	-	36	1,190	400	-	621	44.1	564	275
ALM 48S	5	860,000	-	51	-	-	72	1,360	400	-	621	44.1	564	275
UN-AAM	3	180,000	-	22	-	-	18	825	300	-	600	47.0	620	350
UN-AAM	4	490,000	[UN-AAM] Blueprint	36	-	-	36	962	300	-	600	47.0	622	350
UN-AAM	5	810,000	-	49	-	-	72	1,100	300	-	600	47.0	625	333
UN-AAM	6	1,360,000	-	60	-	-	144	1,237	300	Pierces thin wood	660	42.3	622	385
UN-AAMF	4	530,000	Gunsmith (Machine Guns) [UN-AAM] Blueprint	37	-	Common Metal x2,000	36	1,190	400	-	600	50.0	601	300
UN-AAMF	5	980,000	-	50	-	-	72	1,360	400	-	600	50.0	603	300
LPG-61	3	170,000	-	24	-	-	18	1,020	400	-	720	48.0	518	300
LPG-61	4	465,000	[LPG-61] Blueprint	38	-	-	36	1,190	400	Pierces thin wood	720	48.0	520	300
LPG-61	5	890,000	-	55	-	-	72	1,360	400	-	720	48.0	520	300

DEVELOPMENT

## Primary Weapons (Back): Rocket Launchers

GROM-11	2	120,000	-	12	-	Common Metal x200	0	2,940	4,000	-	60	200.0	346	400
GROM-11	3	255,000	-	17	-	Common Metal x900	18	3,850	4,500	No piercing	60	200.0	346	400
GROM-11	4	460,000	-	22	-	Common Metal x2,000	36	4,485	5,500	-	60	200.0	346	400
FB MR R-LAUNCHER	3	269,000	-	20	-	Common Metal x900	18	3,850	4,500	-	60	200.0	367	450
FB MR R-LAUNCHER	4	500,000	[FB MR R-LAUNCHER] Blueprint	29	-	Common Metal x2,000	36	4,600	5,500	-	60	200.0	367	450
FB MR R-LAUNCHER	5	760,000	-	39	-	Common Metal x4,000	72	4,800	5,500	No piercing	60	200.0	367	450
FB MR R-L MK-II	4	560,000	Gunsmith (Missile Launchers) [FB MR R-LAUNCHER] Blueprint	31	-	Biological Material x2,000	36	4,025	4,500	-	60	200.0	367	450
FB MR R-L MK-II	5	790,000	-	44	-	Biological Material x4,000	72	4,680	4,500	-	60	200.0	367	450
KILLER BEE	3	220,000	Missile Guidance Specialist	23	-	Minor Metal x250	18	2,530	3,000	-	60	250.0	324	250
KILLER BEE	4	450,000	-	40	-	Minor Metal x1,000	36	2,875	3,000	No piercing	60	250.0	324	250
KILLER BEE	5	670,000	-	55	-	Minor Metal x2,000	72	3,240	3,000	-	60	250.0	324	250
KILLER BEE	6	1,030,000	-	57	-	Precious Metal x5,000	144	3,625	3,000	-	60	250.0	324	250
CGM 25	4	600,000	Gunsmith (Missile Launchers)	38	-	Minor Metal x1,000	36	2,415	4,000	-	60	200.0	303	300
CGM 25	5	920,000	-	47	-	Minor Metal x2,000	72	2,640	4,000	No piercing	60	200.0	303	300
CGM 25	6	1,450,000	-	59	-	Precious Metal x4,000	144	2,750	4,000	-	60	200.0	303	300

## Primary Weapons (Back): Shields

### DEVELOPMENT REQUIREMENTS

















Name	Count	Cost	Requested Skill & Items	Hand	Wireless	Resources	Time (min)
PB SHIELD	2	40,000	-	13	-	Fuel Resources x200	0
PB SHIELD	3	100,000	[PB SHIELD] Blueprint	23	-	Fuel Resources x900	18
PB SHIELD	4	200,000	-	37	-	Fuel Resources x2,000	36
PB SHIELD (SIL)	2	10,000	In specific editions	1	-	-	0
PB SHIELD (SIL)	3	80,000	-	18	-	Fuel Resources x900	18
PB SHIELD (SIL)	4	180,000	-	32	-	Fuel Resources x2,000	36
PB SHIELD (OD)	2	10,000	In specific editions	1	-	-	0
PB SHIELD (OD)	3	80,000	-	18	-	Fuel Resources x900	18
PB SHIELD (OD)	4	180,000	-	32	-	Fuel Resources x2,000	36
PB SHIELD (WHT)	2	10,000	In specific editions	1	-	-	0
PB SHIELD (WHT)	3	80,000	-	18	-	Fuel Resources x900	18
PB SHIELD (WHT)	4	180,000	-	32	-	Fuel Resources x2,000	36
PB SHIELD (GLD)	2	10,000	In specific editions	1	-	-	0
PB SHIELD (GLD)	3	80,000	-	18	-	Fuel Resources x900	18
PB SHIELD (GLD)	4	180,000	-	32	-	Fuel Resources x2,000	36





# Development Charts (Continued)

## Support Weapons

		DEVELOPMENT REQUIREMENTS										Time (min)
	<b>MAGAZINE</b>	1	Portable ammo: ∞	0	-	0	-	-	-	-	-	0
	<b>DECOY</b>	2	Portable Ammo: 4	120,000	-	12	-	-	-	-	-	0
	<b>DECOY</b>	3	Durability Up [1], Portable Ammo: 8	230,000	-	23	-	-	-	-	-	18
	<b>DECOY</b>	4	Durability Up [2], Portable Ammo: 12	420,000	-	36	-	-	-	-	-	36
	<b>ACTIVE DECOY</b>	3	Portable Ammo: 6	200,000	-	24	-	-	-	-	-	18
	<b>ACTIVE DECOY</b>	4	Durability Up [1], Portable Ammo: 8	440,000	-	38	-	-	-	-	-	36
	<b>ACTIVE DECOY</b>	5	Durability Up [2], Portable Ammo: 12	660,000	-	56	-	-	-	-	-	72
	<b>E-STUN DECOY</b>	4	Portable Ammo: 4	300,000	Trap Specialist	40	-	25	-	Minor Metal x200	-	36
	<b>E-STUN DECOY</b>	5	Durability Up [1], Portable Ammo: 8	680,000	-	58	-	58	-	Minor Metal x400	-	72
	<b>BAIT BOTTLE</b>	3	Portable Ammo: 4	40,000	-	14	-	-	14	Biological Material x300, Black Carrot x30	-	18
	<b>BAIT BOTTLE</b>	4	Portable Ammo: 8	340,000	Zoologist	28	-	-	28	Biological Material x400, Black Carrot x40	-	36
	<b>BAIT BOTTLE</b>	5	Portable Ammo: 12	560,000	-	46	-	-	46	Biological Material x500, Black Carrot x50	-	72
	<b>FLARE GRENADE</b>	1	Portable Ammo: 4	5,000	-	1	1	-	-	-	-	0
	<b>FLARE GRENADE</b>	2	Portable Ammo: 8	50,000	-	7	7	-	-	-	-	0
	<b>FLARE GRENADE</b>	3	Portable Ammo: 12	150,000	-	17	17	-	-	-	-	18
	<b>FLARE SUPPLY</b>	2	Portable Ammo: 4	10,000	-	5	5	-	-	-	-	0
	<b>FLARE SUPPLY</b>	3	Portable Ammo: 8	70,000	-	15	15	-	-	-	-	18
	<b>FLARE SUPPLY</b>	4	Portable Ammo: 12	180,000	-	28	28	-	-	-	-	36
	<b>HAND GRENADE</b>	1	Portable Ammo: 6	0	-	0	-	-	-	-	-	0
	<b>HAND GRENADE</b>	2	Stopping Power Up [1]	80,000	-	8	-	-	-	-	-	0
	<b>HAND GRENADE</b>	3	Portable Ammo: 8	180,000	-	18	-	-	-	Common Metal x300	-	18
	<b>HAND GRENADE</b>	4	Stopping Power Up [2]	380,000	-	32	-	-	-	-	-	36
	<b>HAND GRENADE</b>	5	Portable Ammo: 12	600,000	-	50	-	-	-	Minor Metal x250	-	72
	<b>SMOKE GRENADE</b>	1	Portable Ammo: 6	40,000	-	4	-	-	-	Common Metal x100	-	0
	<b>SMOKE GRENADE</b>	2	Effect Duration Up [1]	130,000	-	13	-	-	-	Common Metal x200	-	0
	<b>SMOKE GRENADE</b>	3	Portable Ammo: 8	200,000	-	20	-	-	-	Common Metal x300	-	18
	<b>SMOKE GRENADE</b>	4	Effect Duration Up [2]	400,000	-	34	-	-	-	Common Metal x400	-	36
	<b>SMOKE GRENADE</b>	5	Portable Ammo: 12	620,000	-	52	-	-	-	Common Metal x500	-	72
	<b>STUN GRENADE</b>	3	Portable Ammo: 4	100,000	-	16	-	-	-	Fuel Resources x300, Minor Metal x150	-	18
	<b>STUN GRENADE</b>	4	Stopping Power Up [1], Portable Ammo: 8	360,000	[STUN GRENADE] Blueprint	30	-	-	-	Fuel Resources x400, Minor Metal x600	-	36
	<b>STUN GRENADE</b>	5	Stopping Power Up [2], Portable Ammo: 12	580,000	-	48	-	-	-	Fuel Resources x500, Precious Metal x800	-	72
	<b>SLEEP GRENADE</b>	4	Portable Ammo: 4	200,000	-	24	-	-	24	African Peach x40, Digitalis (Lutea) x6	-	36
	<b>SLEEP GRENADE</b>	5	Stopping Power Up [1], Effect Radius Up [1], Portable Ammo: 8	560,000	Sleeping Gas Specialist	46	-	-	46	African Peach x50, Digitalis (Lutea) x8	-	72
	<b>PETROL BOMB</b>	3	Portable Ammo: 4	100,000	Conch Shell (Key Item)	24	-	-	-	Fuel Resources x300	-	18
	<b>PETROL BOMB</b>	4	Stopping Power Up [1], Portable Ammo: 8	440,000	-	38	-	-	-	Fuel Resources x400	-	36
	<b>PETROL BOMB</b>	5	Stopping Power Up [2], Portable Ammo: 12	660,000	-	57	-	-	-	Fuel Resources x500	-	72
	<b>C-4</b>	1	Portable Ammo: 4	40,000	-	4	-	-	-	-	-	0
	<b>C-4</b>	2	Stopping Power Up [1]	110,000	-	11	-	-	-	-	-	0
	<b>C-4</b>	3	Portable Ammo: 8	200,000	-	20	-	-	-	Common Metal x300	-	18
	<b>C-4</b>	4	Stopping Power Up [2]	400,000	-	34	-	-	-	-	-	36
	<b>C-4</b>	5	Portable Ammo: 12	620,000	-	52	-	-	-	Minor Metal x250	-	72
	<b>CAPTURE CAGE</b>	2	Portable Ammo: 4, Capture targets up to Common	60,000	-	6	-	-	-	Biological Material x200, Black Carrot x20	-	0
	<b>CAPTURE CAGE</b>	3	Portable Ammo: 6, Capture targets up to Rare	160,000	-	16	-	-	-	Biological Material x300, Black Carrot x30	-	18
	<b>CAPTURE CAGE</b>	4	Portable Ammo: 8, Capture targets up to Extremely Rare	360,000	-	30	-	-	-	Biological Material x400, Black Carrot x40	-	36
	<b>M21 D-MINE</b>	3	Portable Ammo: 6	140,000	-	14	-	-	-	Common Metal x300	-	18
	<b>M21 D-MINE</b>	4	Stopping Power Up [1], Portable Ammo: 8	350,000	-	29	-	-	-	Common Metal x1,000	-	36
	<b>M21 D-MINE</b>	5	Stopping Power Up [2], Portable Ammo: 12	570,000	-	47	-	-	-	Common Metal x2,000	-	72
	<b>LLG-MINE</b>	4	Portable Ammo: 4	290,000	-	23	-	-	23	African Peach x40, Digitalis (Lutea) x10	-	36
	<b>LLG-MINE</b>	5	Stopping Power Up [1], Effect Radius Up [1], Portable Ammo: 8	510,000	Sleeping Gas Specialist	41	-	-	41	African Peach x50, Digitalis (Lutea) x12	-	72
	<b>ATB-MINE</b>	4	Portable Ammo: 4	200,000	-	25	-	-	-	Biological Material x400	-	36
	<b>ATB-MINE</b>	5	Stopping Power Up [1], Portable Ammo: 8	530,000	-	43	-	-	-	Biological Material x1,000	-	72
	<b>EMN-MINE</b>	4	Portable Ammo: 4	300,000	-	27	-	-	-	Minor Metal x250	-	36
	<b>EMN-MINE</b>	5	Effect Duration Up [1], Portable Ammo: 8	700,000	Electromagnetic Net Specialist	45	-	-	-	Minor Metal x600	-	72





## Kazuhira Miller

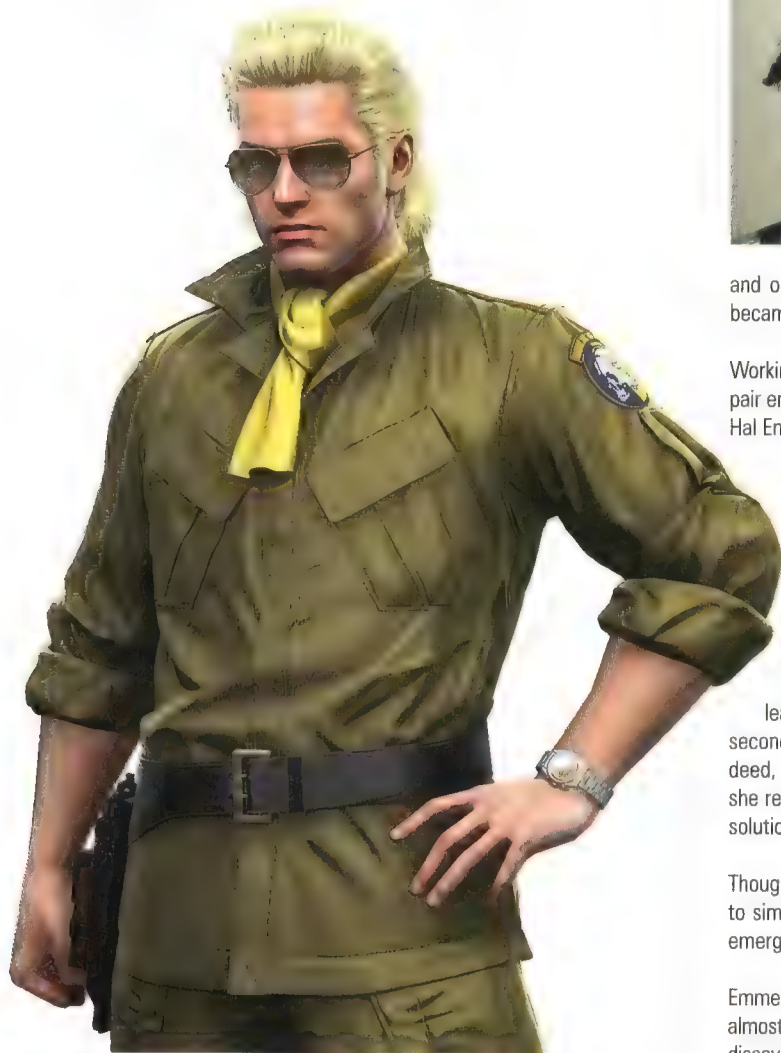
The child of an American officer and a Japanese woman, Miller was born in the aftermath of the Second World War. He became a professional mercenary in his twenties and first encountered Big Boss as an adversary. After an inauspicious beginning, though, the two men became firm friends and successful partners in the mercenary enclave that they formed, with Miller becoming Big Boss's second-in-command, focusing on logistics and intelligence.



Following the attack by XOF troops on Mother Base in 1975, Miller was severely injured. Joining forces with other survivors from Mother Base while Big Boss was in a coma, Miller formed the Diamond Dogs on a brand new Mother Base. Captured and tortured by Soviet soldiers in Afghanistan, Miller was rescued in 1984 by Big Boss.

Vengeful towards Cipher, and full of hate for Major Zero, Miller was always quick to encourage actions that dealt any form of blow to Zero's organization.

In the following years, Miller parted ways with Big Boss and served as a survival instructor for U.S. military groups, which led him to meet Solid Snake. Miller offered his new protégé radio support during the Zanzibar Land crisis in 1999. He was murdered six years later (by, it is assumed, Liquid Snake, or on his orders), a few days prior to the 2005 Shadow Moses Incident.



## Dr. "Huey" Emmerich

The son of a Manhattan Project scientist, Huey Emmerich was confined to a wheelchair for a large part of his life, until he developed a mechanical exoskeleton for his lower body that enabled him to walk in the 1980s.



Recruited by the CIA in his early career, he was eventually assigned to create Metal Gears, but was convinced that they were meant to be used solely as deterrents to prevent the outbreak of "hot" war between the superpowers. Huey aspired to design a nuclear Metal Gear so powerful that it would force all major governments

and organizations to abandon their warmongering ways. This dream became an obsession for which he was ready to sacrifice anything.

Working in tandem with Dr. Strangelove on several of his projects, the pair entered into a relationship which led to the birth of a child in 1980: Hal Emmerich, later known as "Otacon".

Undoubtedly a scientific genius, Huey was also a compulsive liar guilty of unforgivable treachery – and more than one instance of behavior that can only be described as sociopathic. Despite his trusted role working with Big Boss and Miller on the original Mother Base, he betrayed his comrades to set up the fake IAEA inspection and facilitate the surprise attack that followed. His price? His life, and a role with the more lucrative and resource-rich Cipher. He is also at fault for the radiation leak on Mother Base during the Phantom Pain episode, causing a second devastating parasite outbreak. His most vile and remorseless deed, however, was mercilessly killing his wife, Strangelove, after she refused to let him use their son as a guinea pig to explore piloting solutions during their development of Sahelanthropus.

Though Big Boss (or his associates) might have claimed ample excuse to simply snap the scientist's neck when the full extent of his crimes emerged, Emmerich was instead only banished from Mother Base.

Emmerich later remarried, but committed suicide in the family pool – almost causing the death of stepdaughter Emma in the process – after discovering that his son Hal and his second wife were conducting an affair.



## Items

		DEVELOPMENT REQUIREMENTS									
Item	Cost	Notes	Specialist (Item)	1	2	3	4	5	6	Resources	Time (min)
<b>C.BOX (DSRT)</b>	1	Use on sand or soil to blend in; Ammo: 4.	0	1	1	-	-	-	-	-	0
<b>C.BOX (DSRT)</b>	2	Use on sand or soil to blend in; Ammo: 6; Durability Up [1].	10,000	7	7	-	-	-	-	Biological Material x200	0
<b>C.BOX (DSRT)</b>	3	Use on sand or soil to blend in; Ammo: 8; Durability Up [2].	100,000	17	17	-	-	-	-	Biological Material x300	18
<b>C.BOX (WR)</b>	4	Water resistant; Ammo: 8; Durability Up [2].	300,000	31	31	-	-	-	-	Biological Material x400	36
<b>C.BOX (SMK)</b>	5	Disperses a smokescreen when destroyed; Ammo: 8; Durability Up [2].	400,000	49	49	-	-	-	-	Biological Material x500	72
<b>C.BOX (FRST)</b>	2	Use among greenery to blend in; Ammo: 6; Durability Up [1].	10,000	8	8	-	-	-	-	Biological Material x200	0
<b>C.BOX (FRST)</b>	3	Use among greenery to blend in; Ammo: 8; Durability Up [2].	100,000	18	18	-	-	-	-	Biological Material x300	18
<b>C.BOX (RED)</b>	2	Use on red soil to blend in; Ammo: 6; Durability Up [1].	10,000	9	9	-	-	-	-	Biological Material x200	0
<b>C.BOX (RED)</b>	3	Use on red soil to blend in; Ammo: 8; Durability Up [2].	100,000	19	19	-	-	-	-	Biological Material x300	18
<b>C.BOX (CITY)</b>	2	Use on metal or concrete surfaces to blend in; Ammo: 6; Durability Up [1].	10,000	10	10	-	-	-	-	Biological Material x200	0
<b>C.BOX (CITY)</b>	3	Use on metal or concrete surfaces to blend in; Ammo: 8; Durability Up [2].	100,000	20	20	-	-	-	-	Biological Material x300	18
<b>C.BOX (APD)</b>	2	Use on sand or among greenery to blend in; Ammo: 6; Durability Up [1].	5,000	1	-	-	-	-	-	-	0
<b>C.BOX (APD)</b>	3	Use on sand or among greenery to blend in; Ammo: 8; Durability Up [2].	50,000	14	14	-	-	-	-	Biological Material x300	18
<b>C.BOX (RT)</b>	2	Use on rocky terrain to blend in; Ammo: 6; Durability Up [1].	5,000	1	-	-	-	-	-	-	0
<b>C.BOX (RT)</b>	3	Use on rocky terrain to blend in; Ammo: 8; Durability Up [2].	50,000	14	14	-	-	-	-	Biological Material x300	18
<b>C.BOX (WET)</b>	2	Use in marsh terrain to blend in; Ammo: 6; Durability Up [1].	5,000	1	-	-	-	-	-	-	0
<b>C.BOX (WET)</b>	3	Use in marsh terrain to blend in; Ammo: 8; Durability Up [2].	50,000	14	14	-	-	-	-	Biological Material x300	18
<b>NVG</b>	1	Enemies and points of interest within 50m are highlighted. Battery capacity: 180s.	0	0	-	-	-	-	-	-	0
<b>NVG</b>	2	Enemies and points of interest within 175m are highlighted. Battery capacity: 180s.	80,000	8	8	-	-	-	-	-	0
<b>NVG</b>	3	Enemies and points of interest within 175m are highlighted. Battery capacity: 360s.	180,000	18	18	-	-	-	-	-	18
<b>NVG</b>	4	Enemies and points of interest within 300m are highlighted. Battery capacity: 360s.	380,000	32	32	-	-	-	-	-	36
<b>NVG</b>	5	Enemies and points of interest within 300m are highlighted. Battery capacity: 540s.	600,000	50	50	-	-	-	-	-	72
<b>STEALTH CAMO.PP</b>	3	Ammo: 2; Renders the user optically transparent for 24s.	280,000	22	-	-	-	-	-	Minor Metal x150	18
<b>STEALTH CAMO.PP</b>	4	Ammo: 3; Renders the user optically transparent for 36s.	360,000	30	-	-	-	-	-	Minor Metal x1,000	36
<b>STEALTH CAMO.PP</b>	5	Ammo: 4; Renders the user optically transparent for 48s.	580,000	48	-	-	-	-	-	Minor Metal x2,000	72
<b>STEALTH CAMO</b>	6	Renders the user optically transparent. Battery capacity: 180s.	880,000	63	-	-	-	-	-	Precious Metal x1,000	144
<b>PHANTOM CIGAR</b>	1	Ammo: 6; Speeds up the passage of time for up to 12s.	-	-	-	-	-	-	-	-	0
<b>PHANTOM CIGAR</b>	2	Ammo: 8; Speeds up the passage of time for up to 24s.	20,000	-	-	-	-	-	-	5 Wormwood x20	0
<b>PHANTOM CIGAR</b>	3	Ammo: 10; Speeds up the passage of time for up to 36s.	50,000	-	-	-	-	-	-	15 Wormwood x30	18
<b>PENTAZEMIN</b>	1	Ammo: 6; Suppresses hand tremors when aiming a weapon for 12s.	5,000	-	-	-	-	-	-	3 Biological Material x100 Tarragon x10	0
<b>PENTAZEMIN</b>	2	Ammo: 8; Suppresses hand tremors when aiming a weapon for 36s.	20,000	-	-	-	-	-	-	9 Biological Material x200 Tarragon x20	0
<b>PENTAZEMIN</b>	3	Ammo: 10; Suppresses hand tremors when aiming a weapon for 48s.	50,000	-	-	-	-	-	-	19 Biological Material x300 Tarragon x30	18
<b>NOCTOCYANIN</b>	2	Ammo: 4; Reveals enemy and prisoner positions for 24s.	50,000	-	-	11	-	11	-	Biological Material x200 Haoma x5	0
<b>NOCTOCYANIN</b>	3	Ammo: 4; Reveals enemy and prisoner positions for 36s.	100,000	-	-	21	-	21	-	Biological Material x300 Haoma x10	18
<b>NOCTOCYANIN</b>	4	Ammo: 6; Reveals enemy and prisoner positions for 36s.	200,000	-	-	35	-	35	-	Biological Material x400 Haoma x15	36
<b>NOCTOCYANIN</b>	5	Ammo: 6; Reveals enemy and prisoner positions for 48s.	400,000	-	-	53	-	53	-	Biological Material x500 Haoma x20	72
<b>ACCELERAMIN</b>	3	Ammo: 4; Induces a Reflex Mode for 10s.	40,000	-	-	19	-	19	-	Tarragon x10, Haoma x10	18
<b>ACCELERAMIN</b>	4	Ammo: 4; Induces a Reflex Mode for 12s.	190,000	-	-	33	-	33	-	Tarragon x15, Haoma x15	36
<b>ACCELERAMIN</b>	5	Ammo: 6; Induces a Reflex Mode for 12s.	390,000	-	-	51	-	51	-	Tarragon x20, Haoma x20	72
<b>ACCELERAMIN</b>	6	Ammo: 6; Induces a Reflex Mode for 14s.	610,000	-	-	62	-	62	-	Tarragon x25, Haoma x25	144
<b>PARASITE (MIST)</b>	4	Ammo: 4; Disperses mist for 30s.	245,000	-	-	-	-	-	-	25 Mist Parasites x4 Biological Material x1,000	36
<b>PARASITE (MIST)</b>	5	Ammo: 6; Disperses mist for 30s.	690,000	-	-	-	-	-	-	43 Mist Parasites x8 Biological Material x2,000	72
<b>PARASITE (CAMO)</b>	4	Ammo: 4; Renders the user invisible for 30s.	230,000	-	-	-	-	-	-	27 Camouflage Parasites x4 Biological Material x1,000	36
<b>PARASITE (CAMO)</b>	5	Ammo: 6; Renders the user invisible for 30s.	550,000	-	-	-	-	-	-	45 Camouflage Parasites x8 Biological Material x2,000	72
<b>PARASITE (ARMOR)</b>	4	Ammo: 4; Provides enhanced armor for 30s.	250,000	-	-	-	-	-	-	29 Armor Parasites x4 Biological Material x1,000	36
<b>PARASITE (ARMOR)</b>	5	Ammo: 6; Provides enhanced armor for 30s.	570,000	-	-	-	-	-	-	47 Armor Parasites x8 Biological Material x2,000	72

MOTHER BASE

DEVELOPMENT

## Security Devices

		DEVELOPMENT REQUIREMENTS									
Item	Cost	Notes	Specialist (Item)	1	2	3	4	5	6	Resources	Time (min)
<b>IR-SENSOR</b>	3	100,000	-	18	18	-	-	-	-	-	0
<b>ANTITHEFT DEVICE</b>	3	150,000	-	20	20	-	-	-	-	-	0
<b>SURVEILLANCE-CAM</b>	3	200,000	-	22	22	-	-	-	-	-	0
<b>UA-DRONE</b>	3	300,000	-	24	24	-	-	-	-	-	0
<b>UA-DRONE (SMOKE)</b>	4	400,000	Gunsmith (Grenade Launcher); [UA-DRONE] Blueprint	30	30	-	-	-	-	Common Meta x400	0



## Tools, Prosthetic Arms & Uniforms

	Name	Cost	Weight	Size	Speed	Strength	Dexterity	Magic	Poison	Resources	Time (min)
INT-SCOPE	-	0	-	-	-	-	-	-	-	-	0
+ ANALYZER 1	Analyzes soldier stats up to Rank B and reveals if they have skills.	35,000	-	-	7	-	-	-	-	-	0
+ ANALYZER 2	Analyzes soldier stats up to Rank A++ and reveals the category of their skills.	100,000	-	-	16	-	14	-	-	-	18
+ ANALYZER 3	Analyzes soldier stats up to Rank S+++ and reveals their exact skills.	150,000	-	-	30	-	30	-	-	-	36
IDROID	Markers placeable: 3.	0	-	-	-	-	-	-	-	-	0
+ SPEAKER	Speaker function.	35,000	-	-	7	-	-	-	-	-	0
+ MARKER 1	Markers placeable: 4.	85,000	-	-	17	-	17	-	-	-	18
+ MARKER 2	Markers placeable: 5.	215,000	-	-	31	-	31	-	-	-	36
FULTON DEVICE	Portable ammo: 12; Extraction time: 5s.	0	-	-	-	-	-	-	-	-	0
FULTON DEVICE	Portable ammo: 24; Extraction time: 5s.	90,000	-	-	9	9	-	-	-	-	0
FULTON DEVICE	Portable ammo: 36; Extraction time: 4s; Durability up [1]	190,000	-	-	Master Certificate (Fulton) (Key Item) 19	19	-	-	-	-	18
FULTON DEVICE	Portable ammo: 48; Extraction time: 3s; Durability up [2].	390,000	-	-	33	33	-	-	-	-	36
+ CARGO 1	Enables extraction of gun emplacements and mortars.	30,000	-	-	8	8	-	-	-	-	0
+ CARGO 2	Enables extraction of vehicles, anti-air emplacements and containers.	100,000	-	-	Transportation Specialist 18	16	-	-	-	-	18
+ CHILDREN	Enables extraction of children.	240,000	-	-	Conch Shell (Key Item) 24	24	-	-	-	-	36
+ WORMHOLE	Enables extraction of any object, even indoors.	850,000	-	-	Legendary Jackal (animal, see Side Op 50) 40	40	-	-	-	-	144
BIONIC ARM	-	0	-	-	-	-	-	-	-	-	0
+ ACTIVE SONAR 1	Active sonar added.	30,000	-	-	12	-	12	-	-	-	0
+ ACTIVE SONAR 2	Active sonar range up.	220,000	-	-	Radar Specialist 22	-	22	-	-	-	18
+ ACTIVE SONAR 3	Active sonar range up.	360,000	-	-	36	-	36	-	-	-	36
+ MOBILITY 1	Reflex Mode lasts 1s longer.	90,000	-	-	9	-	-	-	-	-	0
+ MOBILITY 2	Movement speed increased by 20% when crawling, hanging and climbing.	190,000	-	-	19	-	-	-	-	-	18
+ MOBILITY 3	Movement speed increased by 20% when sprinting, and jump distance increased by 20%.	330,000	-	-	33	-	-	-	-	-	36
+ PRECISION 1	Fulton extraction probability increased by 20%.	100,000	-	-	Mechatronics Specialist 10	-	10	-	-	-	0
+ PRECISION 2	Reload speed increased by 50%.	200,000	-	-	20	-	20	-	-	-	18
+ PRECISION 3	Time required to draw a primary weapon divided by 2.	340,000	-	-	34	-	34	-	-	-	36
+ MEDICAL 1	Maximum health total increased by 20%.	110,000	-	-	Cybernetics Specialist 11	-	-	11	-	-	0
+ MEDICAL 2	Probability of serious injuries divided by 2. Reduced to 0 if Bandana is equipped simultaneously.	210,000	-	-	21	-	-	21	-	-	18
+ MEDICAL 3	Medicinal plants obtained increased by 100%.	350,000	-	-	35	-	-	-	35	-	36
BIONIC ARM (SIL)	-	25,000	-	-	Master Certificate (Elite) (Key Item) 2	-	-	-	-	-	0
BIONIC ARM (GLD)	-	100,000	-	-	8	-	-	-	-	-	0
STUN ARM	It takes 1s for a fully charged attack (weak).	30,000	-	-	13	-	-	-	-	-	0
STUN ARM	It takes 2s for a fully charged attack (strong).	230,000	-	-	(STUN ARM) Blueprint 23	-	-	-	-	-	18
STUN ARM	It takes 12s for a fully charged attack (lightning bolt).	430,000	-	-	37	-	-	-	-	-	36
HAND OF JEHUTY	Captures and pulls a target towards the user.	340,000	-	-	Legendary Ibis (animal, see Side Op 49) 28	-	-	-	-	Precious Metal x120	36
HAND OF JEHUTY	Captures and pulls a target towards the user; battery and range increased	560,000	-	-	46	-	-	-	-	Precious Metal x150	72
ROCKET ARM	The arm is released as a projectile that can stun enemies. Fully charged, it can fly for 27.5s. Manually controlling it consumes the battery faster.	360,000	-	-	30	-	30	-	-	Common Metal x400	36
ROCKET ARM	The arm is released as a projectile that can stun enemies for longer periods. Fully charged, it can fly for 57.5s thanks to an increased battery. Manually controlling it consumes the battery faster.	580,000	-	-	Rocket Control Specialist 48	-	48	-	-	Common Metal x500	72
BLAST ARM	The arm is released as a projectile that can kill enemies. Fully charged, it can fly for 27.5s. Manually controlling it consumes the battery faster.	520,000	-	-	Rocket Control Specialist 42	-	-	42	-	Minor Metal x250	72
BLAST ARM	The arm is released as a projectile that can kill enemies (increased damage). Fully charged, it can fly for 57.5s thanks to an increased battery. Manually controlling it consumes the battery faster.	820,000	-	-	60	-	-	60	-	Minor Metal x600	144
OLIVE DRAB	Wear among greenery to blend in.	0	-	-	0	-	-	-	-	-	0
SPLITTER	Wear when operating vehicles or weapon emplacements to blend in.	10,000	-	-	7	-	-	-	-	-	0
SQUARE	Wear on metal or concrete surfaces to blend in.	30,000	-	-	17	-	-	-	-		






## DEVELOPMENT REQUIREMENTS

## MOTHER BASE

## DEVELOPMENT



## DEVELOPMENT REQUIREMENTS

Development Requirements								
Name	Cost	Effect	Cost	Specialist Blueprint				Resources
UTH-66 BLACKFOOT	1	-	0	-	-	-	-	
UTH-66 BLACKFOOT	2	Reduced Dispatch Time [1]	60,000	-	6	6	-	- Common Metal x200, Fuel Resources x200
UTH-66 BLACKFOOT	3	Reduced Dispatch Time [2]	160,000	-	16	16	-	- Common Metal x300, Fuel Resources x300
UTH-66 BLACKFOOT	4	Reduced Dispatch Time [3]	360,000	-	30	30	-	- Common Metal x400, Fuel Resources x400
UTH-66 BLACKFOOT	5	Reduced Dispatch Time [4]	580,000	-	48	48	-	- Common Metal x500, Fuel Resources x500
SPEAKER	2	-	20,000	-	2	-	-	
GATLING-GUN	1	-	0	-	-	-	-	
H-ROCKET	2	-	120,000	-	10	-	-	
H-ROCKET	3	Stopping Power Up	236,000	-	20	-	-	
H-ROCKET	4	Capacity Up	400,000	-	34	-	-	
AS.MISSILE	3	-	276,000	-	24	-	-	
AS.MISSILE	4	Stopping Power Up	440,000	Missile Guidance Specialist	38	-	-	
AS.MISSILE	5	Capacity Up	660,000	-	56	-	-	
FLARE	2	-	140,000	-	12	-	-	
FLARE	3	Capacity Up [1]	256,000	Radar Specialist	22	-	-	
FLARE	4	Capacity Up [2]	420,000	-	36	-	-	
APPLIQUE ARMOR	4	-	340,000	-	28	-	-	- Minor Metal x200
APPLIQUE ARMOR	5	Defense Up [1]	560,000	Materials Engineer	38	-	-	- Minor Metal x250
APPLIQUE ARMOR	6	Defense Up [2]	860,000	-	58	-	-	- Minor Metal x300

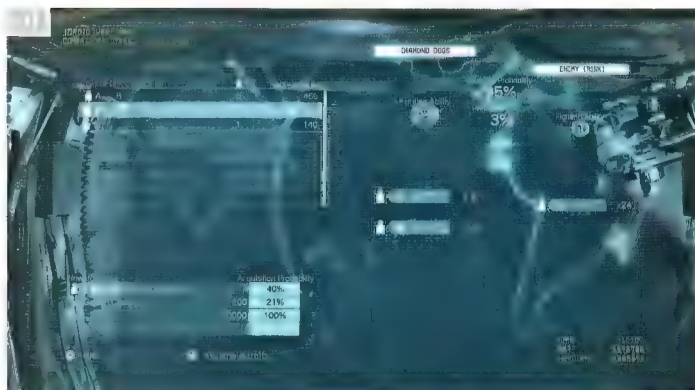


## [🚩] COMBAT DEPLOYMENT

Unlocked once the Combat Unit is available, then formally introduced in a mandatory tutorial, Combat Deployment is one of the most lucrative systems in the entire game. Not merely a reliable source of GMP, it can also provide a consistent supply of vital materials and medicinal plants – and more besides.

Accessed via the Missions tab in the iDroid menu, the Combat Deployment system enables you to send troops from your Combat Unit on Dispatch Missions while you continue with your own objectives. Before you commit to an assignment, there are a handful of things that you should habitually check and consider in advance [📋]:

- **Success Probability:** The likelihood that the mission will be completed, expressed as a percentage – 95% is the highest possible rating.
- **Predicted Losses:** The probability of injuries or deaths occurring during the mission – 3% is the lowest possible percentage.
- **Fighting Ability:** The staff and vehicles that you will send on the mission are shown in the brackets in the Diamond Dogs column. If you do not have personnel of the specified grade, or a mandatory vehicle, you cannot begin the assignment.
- **Rewards:** The box in the bottom-left-hand corner of the screen details the potential rewards. A 100% “Acquisition Probability” rating means that a reward is guaranteed in the event that the mission is a success. Lower percentages indicate the probability that you will receive the full quantity of a specified resource. Even with percentages as low as 32%, you will usually receive a reasonable proportion of the resource in question (be that staff, materials or medical plants).



As a general rule, you should only send troops on assignments with the highest possible Success Probability (95%) and lowest Predicted Losses percentage (3%). The game will automatically pre-select graded units that are ready to be sent on Dispatch Missions, but you are free to manually create new units. To do so, simply press **△/Y** while on an assignment's page, then select/deselect troops with **Ⓢ/X**. This is particularly useful in the early stages of the story, where hand-picking units often leads to more favorable percentages in the all-important Success Probability and Predicted Losses categories.



Once a squad has been deployed, you can attend to other tasks and safely forget about them until a notification informs you of the mission results. When this arrives, claim payment via the Rewards option in the Mother Base tab of the iDroid menu. Time flows constantly in *MGSV* (Pause menu excepted), so make a habit of having the maximum number of Combat Deployment assignments in progress at all times. At first, you can only have two missions taking place simultaneously. Once you have access to Forward Operating Bases on completion of Mission 22, however, each FOB unlocks a further two additional units that can be sent on Dispatch Missions.

In the event that a mission is failed, staff may be injured (necessitating a stay in sickbay) or killed; you may also lose any equipment. Your staff can also be wounded or be lost during successful assignments. No matter the final result, you can view details of all gains or losses via the Log option (found on the Missions tab of the iDroid menu).

There are three types of Dispatch Missions: Key Dispatch Missions, Generic Dispatch Missions and Response Dispatch Missions.

## ! VEHICLES & BATTLE GEAR

Some assignments (particularly Key Dispatch Missions) require the use of specific vehicles. These are essentially off-limits until you acquire the Cargo 2 upgrade for your Fulton device (which should happen at the earliest during Mission 10, at the latest upon completion of Mission 16). Once you have the ability to extract vehicles, you should make a point of doing so whenever you can.

To undertake the final five Key Dispatch Missions, you will need to wait until development of Battle Gear is complete, which happens once you have completed Mission 32 and any one additional mission or side op. There are multiple optional cutscenes that you can trigger to view its gradual development by visiting Emmerich on Mother Base's R&D Platform: look for the lowest level on the north side of the first deck to find the entrance.





## Key Dispatch Missions

Key Dispatch Missions are unique assignments that are played sequentially: you can only attempt the second one on the list after you've completed the first, and so forth.

As a rule, they are more difficult and longer than other missions, but they also provide some of the best rewards, including special items such as blueprints and emblem parts. Make sure you always send your best recruits on these assignments during the early stages of the story, and make it a priority to complete them as soon as you meet the requirements.

The later Key Dispatch Missions, particularly from #12 onwards, may become available long before you can recruit S Rank staff – and so you will probably find that your best Success Probability ratings will plummet to between 50% and 60%. At this point, you might want to consider “gambling” with A and A+ grade staff – the highest-grade personnel that you can readily replace in the event that a mission goes awry.

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COMBAT DEPLOYMENT

## Key Dispatch Mission Details

NO.	NAME	AVAILABILITY	DIFFICULTY	DURATION (MIN)	REQUIREMENTS	REWARD (ITEM)	REWARD (GMP)	REWARD (VOLUNTEERS X4)	REWARD (RESOURCE)
1	Break Through the Blockade Force	Complete Mission 01	E	10	-	GEIST P3 Blueprint	50,000	E (20%) or D (80%)	Digitalis (Purpurea)
2	Restore the DMZ	Complete Mission 01	E	10	-	WU S333 Blueprint	80,000	E (20%) or D (80%)	Processed materials
3	Recapture the Coltan Mine	Complete Mission 01	E	15	-	Word Emblems: Tactical, Riot, Technical, Intelligence	100,000	E (20%) or D (80%)	Medicinal plants
4	Search and Destroy Remaining Forces	Complete Mission 01	D	15	-	ZEEV Blueprint	140,000	D (20%) or C (80%)	Processed materials
5	Break Through the Cordon	Complete Mission 06	D	30	-	Word Emblems: Emergency, Service, Flight, Airborne	180,000	D (20%) or C (80%)	Processed materials
6	Liberate the Tanker	Complete Mission 06	D	30	-	FB MR R-LAUNCHER Blueprint	240,000	D (20%) or C (80%)	Medicinal plants
7	Presidential Escort	Complete Mission 06	C	40	Truck x1	Word Emblems: Chemical, Medical, Rescue, Engineer	300,000	C (20%) or B (80%)	Processed materials
8	Assist the Civilian Evacuation	Complete Mission 12	C	40	Truck x1	Word Emblems: Signal, Warfare, Survival, Evasion	320,000	C (20%) or B (80%)	Medicinal plants
9	Defend the Refugee Camp	Complete Mission 12	C	60	Four-wheel drive x1	Word Emblems: Resistance, Escape, Camouflage, Concealment	360,000	C (20%) or B (80%)	Processed materials
10	Destroy the New Fighter Aircraft	Complete Mission 12	B	60	Four-wheel drive x1	AM MRS-71 RIFLE Blueprint	400,000	B (20%) or A (80%)	Medicinal plants
11	Repel the Border Forces	Complete Mission 12	B	60	Armored vehicle x1	Word Emblems: Anti, Task, Command, Operations	420,000	B (20%) or A (80%)	Processed materials
12	Recapture the Port Facilities	Complete Mission 16	A	60	Armored vehicle x1	LPG-61 Blueprint	450,000	A+ (100%)	Medicinal plants
13	Destroy the Uranium Centrifuges	Complete Mission 20	A	80	Tank x1	HAIL MGR-4 Blueprint	450,000	A+ (100%)	Processed materials
14	Crush the Drug Cartel	Complete Mission 20	A	80	Tank x1	Word Emblems: Elements, Detachment, Group, Corps	450,000	A+ (100%)	Medicinal plants
15	Defend the Pipeline	Complete Mission 31	A	120	Walker Gear x1	ZORN-KP Blueprint	450,000	A+ (100%)	Processed materials
16	Rescue the Peacekeepers	Complete Mission 31	A+	120	Walker Gear x1, Battle Gear x1	Word Emblems: Division, Brigade, Regiment, Battalion	600,000	A++ (100%)	Medicinal plants
17	Eliminate the Dictator	Complete Mission 31	A+	120	Walker Gear x2, Battle Gear x1	Word Emblems: Company, Platoon, Squad, Infantry	700,000	A++ (100%)	Processed materials
18	Recapture the Oilfield Facility	Complete Mission 31	A+	120	Walker Gear x2, Battle Gear x1	Word Emblems: Armor, Aviation, Assault, Radio	800,000	A++ (100%)	Medicinal plants
19	Secure the Bridgeheads	Complete Mission 31	S	120	Walker Gear x3, Battle Gear x1	Word Emblems: Recon, Scout, Ranger, Police	900,000	S (100%)	Processed materials
20	Prevent the Coup d'état	Complete Mission 31	S	120	Walker Gear x3, Battle Gear x1	BULLHORN SG Blueprint	1,000,000	S (100%)	Medicinal plants



## Generic Dispatch Missions

Generic Dispatch Missions are short repeatable assignments that appear in a regular rotation, at difficulty levels that broadly correspond with your current progress. The higher the rating, the better the potential rewards.

While there is always a guaranteed GMP payment for success, it is the opportunity to obtain volunteers, materials and medicinal plants that makes these missions so worthwhile. Earlier in the story, when wholesale staff recruitment is a priority, this is a great way to improve your units and teams back at Mother Base. Later, when construction resources are a more pressing concern, the Far/Near Waters Exploitation missions offer all materials in bulk quantities. You should generally seek to complete these whenever you can. Lastly, the Medical Assistance and Plants Gathering missions provide medical plants in amounts that would take an eternity to collect in the field.

The duration, base success rate, and resource rewards of these missions are randomized. At the start, you will often find that you will need to send your best team to guarantee a high Success Probability. Later, though, you can begin sending the lowest grade of unit that still offers a 95% Success Probability to avoid potential casualties among your best and brightest staff.

## Generic Dispatch Mission Details

NAME	DIFFICULTY	REWARD (GMP)	REWARD (VOLUNTEERS)	REWARD (RESOURCES)
VIP Security	E	50,000	D (70%) or E (30%)	-
VIP Security	D	60,000	C (70%) or D (30%)	-
VIP Security	C	80,000	B (70%) or C (30%)	-
VIP Security	B	100,000	A (80%) or B (20%)	-
VIP Security	A	120,000	A+ (90%) or A (10%)	-
VIP Security	A+	150,000	A++ (100%)	-
VIP Security	S	170,000	S (100%)	-
VIP Security	S	200,000	S (100%)	-
Outpost Defense	F	50,000	C (100%)	-
Outpost Defense	E	100,000	D (100%)	-
Force Elimination	D	50,000	A (100%)	-
Force Elimination	C	100,000	A+ (100%)	-
Outpost Capture	B	50,000	A++ (100%)	-
Outpost Capture	A	100,000	S (100%)	-
Technical Assistance	E	50,000	D (70%) or E (30%)	-
Technical Assistance	D	100,000	C (70%) or D (30%)	-
Technical Assistance	C	150,000	B (70%) or C (30%)	-
Technical Assistance	B	200,000	A (80%) or B (20%)	-
Technical Assistance	A	200,000	A+ (90%) or A (10%)	-
Joint Development	A+	50,000	A++ (100%)	-
Joint Development	S	100,000	S (100%)	-
Joint Development	S	150,000	S (100%)	-
Near Waters Exploitation	E	50,000	-	Materials
Near Waters Exploitation	B	100,000	-	Materials
Near Waters Exploitation	A	100,000	-	Materials
Far Waters Exploitation	E	18,000	D (70%) or E (30%)	Materials
Far Waters Exploitation	D	50,000	C (70%) or D (30%)	Materials
Far Waters Exploitation	C	50,000	B (70%) or C (30%)	Materials
Far Waters Exploitation	B	50,000	A (80%) or B (20%)	Materials
Far Waters Exploitation	A	50,000	A+ (90%) or A (10%)	Materials
Far Waters Exploitation	A+	50,000	A++ (100%)	Materials
Far Waters Exploitation	S	50,000	S (100%)	Materials
Far Waters Exploitation (Fuel Resources)	C	20,000	-	Materials
Far Waters Exploitation (Fuel Resources)	A+	50,000	-	Materials
Far Waters Exploitation (Biological Material)	C	20,000	-	Materials
Far Waters Exploitation (Biological Material)	A+	50,000	-	Materials
Far Waters Exploitation (Common Metal)	C	20,000	-	Materials
Far Waters Exploitation (Common Metal)	A+	50,000	-	Materials
Far Waters Exploitation (Minor Metal)	C	20,000	-	Materials
Far Waters Exploitation (Minor Metal)	A+	50,000	-	Materials
Far Waters Exploitation (Precious Metal)	C	20,000	-	Materials
Far Waters Exploitation (Precious Metal)	A+	50,000	-	Materials
Reconstruction Support	E	100,000	D (70%) or E (30%)	Materials
Reconstruction Support	D	200,000	C (70%) or D (30%)	Materials
Reconstruction Support	C	200,000	B (70%) or C (30%)	Medicinal plants
Reconstruction Support	B	200,000	A (80%) or B (20%)	Medicinal plants
Reconstruction Support	A	200,000	A+ (90%) or A (10%)	Medicinal plants
Cargo Transport	A+	100,000	A++ (100%)	Medicinal plants
Cargo Transport	S	200,000	S (100%)	Materials
Staff Recruitment (R&D Team)	E	20,000	C (100%)	-
Staff Recruitment (R&D Team)	D	40,000	D (100%)	-
Staff Recruitment (Base Development Unit)	E	20,000	C (100%)	-
Staff Recruitment (Base Development Unit)	D	40,000	D (100%)	-
Staff Recruitment (Support Unit)	E	20,000	C (100%)	-
Staff Recruitment (Support Unit)	D	40,000	D (100%)	-
Staff Recruitment (Intel Team)	E	20,000	C (100%)	-
Staff Recruitment (Intel Team)	D	40,000	D (100%)	-
Staff Recruitment (Intel Team)	C	40,000	D (100%)	-
Staff Recruitment (Intel Team)	B	40,000	D (100%)	-
Staff Recruitment (Medical Team)	E	20,000	C (100%)	-
Staff Recruitment (Medical Team)	D	40,000	D (100%)	-
Staff Headhunting (R&D Team)	A	40,000	A+ (100%)	-
Staff Headhunting (R&D Team)	A+	100,000	A++ (100%)	-
Staff Headhunting (Base Development Unit)	A	40,000	A+ (100%)	-
Staff Headhunting (Base Development Unit)	A+	100,000	A++ (100%)	-
Staff Headhunting (Support Unit)	A	40,000	A+ (100%)	-
Staff Headhunting (Support Unit)	A+	100,000	A++ (100%)	-
Staff Headhunting (Intel Team)	A	40,000	A+ (100%)	-
Staff Headhunting (Intel Team)	A+	100,000	A++ (100%)	-
Staff Headhunting (Intel Team)	S	100,000	S (100%)	-
Staff Headhunting (Medical Team)	A	40,000	A+ (100%)	-
Staff Headhunting (Medical Team)	A+	100,000	A++ (100%)	-
Medical Assistance	E	120,000	D (70%) or E (30%)	Medicinal plants
Medical Assistance	D	120,000	C (70%) or D (30%)	Medicinal plants
Medical Assistance	C	120,000	B (70%) or C (30%)	Medicinal plants
Medical Assistance	B	120,000	A (80%) or B (20%)	Medicinal plants
Medical Assistance	A	120,000	A+ (90%) or A (10%)	Medicinal plants
Medical Assistance	A+	120,000	A++ (100%)	Medicinal plants
Medical Assistance	S	120,000	S (100%)	Medicinal plants
Plants Gathering	C	20,000	-	Medicinal plants
Plants Gathering	B	30,000	-	Medicinal plants





## Response Dispatch Missions

Dispatch Missions of the “Response” type offer relatively slim rewards, but have a very special effect: they enable you to directly (albeit temporarily) influence the types of equipment used by your enemies.

If you are a headshot expert, picking off guards with tranquilizer rounds during every operation, you will soon find that *MGSV*’s dynamic difficulty system will begin provisioning enemies with helmets. However, by completing the “Storage Shed Destruction (Helmets)” assignments, you can create a shortage of protective headgear by having your troops interfere with enemy supply lines. This lasts for the next three missions you complete. Past this point, the effects are cancelled and enemies regain access to the same gear as before.

Naturally, there is a limit to how often you can commission these assignments. Once completed, each Response mission is removed from the list until its cooldown period has expired. You should also consider the fact that these missions take almost four times as long to complete in comparison to the more lucrative “Generic” missions.

No matter the quality of the team you assign, Response missions always carry a base 10% Predicted Losses rating. On average, then, you will lose one staff member every time you undertake these missions. For this reason, it’s sensible to always entrust these tasks to your most dispensable soldiers – those with the lowest suitable rank.

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### Response Dispatch Mission Details

NAME	DIFFICULTY	REQUIREMENTS	DURATION (MIN)	REWARD (GMP)	REWARD (RESOURCE)	SHORTAGE CAUSED
Storage Shed Destruction (Gas Masks)	C	None	30	20,000	Processed materials	Gas Masks
Storage Shed Destruction (Helmets)	C	None	30	20,000	Medicinal plants	Helmets
Transport Squad Ambush (Surveillance Cameras)	C	None	30	20,000	Processed materials	Surveillance Cameras
Transport Squad Ambush (Decoys)	C	None	30	20,000	Medicinal plants	Decoys
Munitions Factory Sabotage (Directional Mines)	C	None	30	20,000	Processed materials	Directional Mines
Munitions Factory Sabotage (Night-Vision Goggles)	C	None	30	20,000	Medicinal plants	Night-Vision Goggles
Storage Shed Destruction (Shotguns)	C	None	30	20,000	Processed materials	Shotguns
Transport Squad Ambush (Machine Guns)	C	None	30	20,000	Medicinal plants	Machine Guns
Storage Shed Destruction (Body Armor)	C	None	30	20,000	Processed materials	Body Armor
Transport Squad Ambush (Shields)	C	None	30	20,000	Medicinal plants	Shields
Munitions Factory Sabotage (Riot Suits)	C	None	30	20,000	Processed materials	Riot Suits
Storage Shed Destruction (Flashlights)	C	None	30	20,000	Medicinal plants	Flashlights
Transport Squad Ambush (Sniper Rifles)	C	None	30	20,000	Processed materials	Sniper Rifles
Munitions Factory Sabotage (Missiles)	C	None	30	20,000	Medicinal plants	Missiles

COMBAT DEPLOYMENT












# [Icon] STAFF MANAGEMENT

Mother Base is the sum of all your recruits, and only by gradually recruiting the brightest and best staff will you maximize the potential of your Diamond Dogs company. You will secure the services of hundreds of new men and women during the course of the story, mostly by extracting individuals from the battlefield with your Fulton device, but also as rewards for completing main missions, side ops and Combat Deployment assignments. As Big Boss's fame grows, you will also obtain volunteers of a superior grade.

## Teams & Units

Each Diamond Dogs recruit is automatically assigned to a team or unit, with the chosen department determined by the stats that reveal their suitability for the core disciplines. These are:


-  **Combat Unit:** This unit procures GMP on a daily basis via automatic mercenary activities. Its members are at the vanguard of all Combat Deployment assignments, and can be called upon to defend your FOBs during attacks by other players. As a consequence, they are more likely to be injured or killed than staff in other departments.
-  **R&D Team:** This team unlocks new research opportunities as its level increases.
-  **Base Development Unit:** This unit specializes in the automatic procurement and processing of materials. Its level also determines the construction speed of new platforms and deck expansions.
-  **Support Unit:** This unit is in charge of collecting and processing the personnel, cargo and resources that you Fulton extract during operations. It also provides supply drops and fire support when requested.
-  **Intel Team:** This team provides operational support whenever you are in the field, including iDroid map updates pinpointing the location of enemies and points of interest, and notifications regarding weather conditions.
-  **Medical Team:** This team provides first aid to injured personnel that you extract (increasing the Fulton extraction success rate as its level rises), and provides treatment for sick or injured staff.
-  **Security Team:** The staff assigned to this role help ward against invasions by other players (specifically the Base Security and Base Blockade function levels).

The combined abilities of all staff within a team or unit determine the overall level of their current department. Raising this level can add new functions and increase the rank of the services provided, as detailed on page 254.

## Staff Assignment

New recruits are automatically assigned to the division appropriate to their abilities unless departments are at full operational capacity. If there is no space, prospective Diamond Dogs are usually placed in the waiting room until a suitable opening is found. Later in the story, when Mother Base reaches its full staff complement, your least gifted Diamond Dogs are dismissed in order to make room for more skilled replacements.

Though this is rarely necessary, there are two methods to micromanage recruits:

- **Automatic Assignment:** Press **R3**/ while on the Staff Management page. From here, you can choose to delegate recruits in the waiting room to appropriate jobs, or, if you wish, select the option to immediately (and instantly) reassign your entire staff to their best roles.
- **Manual Assignment:** Select individuals of particular interest with **X**/**A** to bring up a menu that enables you to transfer them between departments. Early in the story, you can use this for example to boost the overall rating of the R&D Team to unlock imminent research opportunities that you are eager to secure immediately. If you wish to fire a staff member, use the "Dismiss" option.

As a rule, you should leave human resources decisions to the Mother Base A.I.: it always makes decisions that are of benefit to the Diamond Dogs operation as a whole, and will save you potential hours of wading (quite unnecessarily) through menus.

If you should become attached to a specific individual (for example because he or she owns a unique skill that you absolutely do not want to lose), you can highlight their name and press **L2**/**D** to give them a direct contract. Once this has been established, the A.I. system will keep this individual on the books until you revoke the special privilege. Staff who have signed a contract cannot be assigned to activities in which they risk being killed, such as Dispatch Missions. Note that a maximum of 10% of your base's total staff can sign direct contracts.

## Staff Ranks

To help you identify the strengths and weaknesses of each recruit (including all potential hires that you encounter in the field), *MGSV* uses a rank system. These ratings are used to represent an individual's prospective competence for the six primary Mother Base departments. The complete hierarchy of ranks is, from worst to best:



Quite naturally, a recruit who has their highest rating in the R&D category will be an ideal candidate for the R&D Team, and so forth. This is something you can identify in advance once you upgrade your Int-Scope binoculars. With later enhancements, focusing on soldiers for a little longer when you mark them will reveal their ratings in all six categories. It takes the final binoculars upgrade to reveal the highest ratings and to find out the exact nature of any potential skills a prospective candidate might have.

During the first half of the story, quantity is more important than quality: take everyone that you can get to boost the level progression of each team and unit. When you reach the personnel limits for each department, be sure to increase the total staff capacity by ordering Mother Base expansions as they become available. Later in the story, it perhaps makes sense to become more selective in your choice of recruits. That said, Fulton extractions of personnel are relatively cheap, and always remove a potential complication from the area you are operating in. Should an individual be unsuitable for Mother Base service, worry not: they simply won't be hired, or will soon be automatically replaced.

Ratings are not the only important criterion to take into account when assessing the potential of a recruit for Mother Base, though. Skills are also critical – a topic we cover overleaf.



## Morale

Every Diamond Dogs member has a Morale gauge displayed on his or her personal page at the Staff Management menu [OT]. This represents their overall wellbeing.



MGSV uses a hidden morale points system. All recruits have a default morale value of four to six points. Depending on the actions you perform or the occurrence of specific events (listed in the table to the right), variations regularly take place, with the morale value ranging anywhere from a minimum 0 to a maximum 15. Staff morale is refreshed every 36 real-time minutes (or, more accurately, every time you trigger a checkpoint after this duration).

The only event that can consistently deplete the morale of your troops is a negative GMP balance. As long as you avoid this scenario, the morale levels of your Diamond Dogs should at the very least remain broadly stable, or slowly but surely increase.

High morale has very positive effects, as it grants your soldiers extra ability points (represented with yellow segments on the attribute bars), enabling your troops to gain ranks in all attributes. For example, an E rank staff member (ability points: 1-15) with a morale of 15 receives a bonus of +31 ability points (total: 32-46), making him or her effectively function as a C rank staff member.

Note that certain individuals are not subject to morale variations. This applies to all unique characters (Miller, Ocelot, Emmerich, et al.) and staff members who are not currently at Mother Base (such as those out on Dispatch Missions).

## Medals

Medals are awarded to staff members who fulfill specific conditions, up to a maximum of three medals per individual. Acquiring a medal boosts the recipient's ability points by 30, which has a very significant impact on his or her level of performance. For example, a recruit with rank E attributes who earns two medals will receive a +60 ability point bonus, making him or her reach rank A in all attributes. Steadily completing Dispatch Missions, even the easiest ones, is one of the most effective ways to level up recruits through the acquisition of medals.

There are three types of medal:

**Service Cross:** This is awarded to two types of recruits:

- Any puppet soldier that you extract from the field. This includes standard puppet soldiers as well as Wandering Mother Base Soldiers from the corresponding side ops.
- Any Mother Base staff member taken hostage but successfully rescued. This applies to those that you encounter during Missions 17, 22 and 27.

## Morale Point Scale

Rank	Ability Points	Effects
0		Probability to leave Mother Base: 4%
1		Probability to leave Mother Base: 2%
2		Probability to leave Mother Base: 1%
3		-
4		-
5		Default morale value range for a new recruit
6		-
7		-
8		Ability bonus: +2
9		Ability bonus: +4
10		Ability bonus: +6
11		Ability bonus: +8
12		Ability bonus: +10
13		Ability bonus: +15
14		Ability bonus: +20
15		Ability bonus: +31

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## Ability Point Scale

Rank	Ability Points	Rank	Ability Points
E	1-15	A+	80-109
D	16-31	A++	110-184
C	32-47	S	185-289
B	48-63	S+	290-447
A	64-79	S++	448+

## Morale Variations

Action/Event	Morale
Salute to Big Boss during a visit to Mother Base	+1
Random variation	±0.5
Medal earned	+80
Negative GMP balance	-1
Bonus to volunteers or prisoners rescued with a Heroism value between 10,000 and 19,999	+1
Bonus to volunteers or prisoners rescued with a Heroism value between 20,000 and 29,999	+2
Bonus to volunteers or prisoners rescued with a Heroism value above 30,000	+3
Miller's "Mother Base XO" skill	Positive variations are doubled for all members of Miller's team/unit
Ocelot's "Tactical Instructor" skill	Negative variations are divided by two for all members of Ocelot's team/unit

STAFF MANAGEMENT

**Distinguished Service Medal:** This is awarded to individuals who earn 9 distinction points. These are obtained as follows:

- The staff member completes a mission instead of Big Boss: 1 to 3 points depending on the mission rank.
- The staff member completes a Dispatch Mission: 2 points.
- The staff member wins an FOB infiltration mission: 3 points.
- The staff member wins an FOB defense mission as part of the security team: 2 points.
- The staff member wins a practice FOB defense mission as part of the security team: 1 point.

**Medal of Honor:** This is awarded to any staff member who kills the infiltrator during an FOB defense mission.



## Specialists & Skills

Some recruits are “specialists” who have proficiencies or traits known as skills. To view the skills of your recruits, press **△/○** while on the Staff Management page until the display shows the appropriate sheet. The skills are listed below the rating diagrams.

There are two types of specialist:

- **Action Skills** are active abilities designed for use when the owner is deployed in the field instead of Big Boss.
- **Base Skills** are passive abilities that become active when the individual is assigned to the appropriate team or unit on Mother Base. Recruits mastering these skills tend to be the most valuable, as they are usually required to unlock new R&D projects.

You can use two methods to find specialists. The first is to obtain them as unique recruits – usually Mission Task targets or prisoners that you need to extract during specific missions or side ops. If you find that you need a particular specialist to begin a research project, study the in-game Mission List and pay attention to the rewards detailed under the “Obtainable Skills/Blueprints” heading, or simply refer to the tables that follow.

The second method to gradually acquire specialists is less reliable as it involves luck: it consists of simply Fulton extracting random opponents on the field. Each specialist’s availability depends on a hidden rarity stat, which we reveal in the following tables. Not all specialists can be found using this method, though – some are available exclusively as unique recruits from specific assignments.

Note that the targets that you extract during side ops of the “Extract the Highly-Skilled Soldier” and “Prisoner Extraction” varieties are not fixed: their stats depend on your current Mother Base team levels, and their skills are prioritized to provide you with specialists that you currently do not have in your service. Finally, not all skills are beneficial: the three in the “Troublemaker” category all have a deleterious effect. Unless these individuals possess remarkable stats, it may be wise to manually terminate their employment via the Staff Management interface.






### Specialists: Action Skills

		SKILL DESCRIPTION	AVAILABILITY (RANDOM)	AVAILABILITY (UNIQUE)
	<b>Athlete</b>	When deployed as a Combat Unit staff member, movement speed increased by 20% when sprinting, jump distance increased by 20%, and no speed reduction when carrying bodies.	Very Rare	Wandering Soldier from Side Op 52 Target in Mission 21
	<b>Boaster</b>	Disguises abilities and ratings when scanned with an analyzer (no longer useful once the skill's owner has been recruited).	Common	Target in Side Op 62 Target in Mission 14 Target in Mission 22
	<b>Botanist</b>	When deployed as a Combat Unit staff member, medicinal plant harvest multiplied by 2.5.	Very Rare	Prisoner to extract in Ghwandai Town during Mission 07 One of the two CFA Officials during Mission 17 Appears in Side Op 14
	<b>Climber</b>	When deployed as a Combat Unit staff member, movement speed increased by 20% when crawling, hanging and climbing.	Rare	Target in Side Op 51 Optional target in Mission 32
	<b>Fortunate</b>	When deployed as a Combat Unit staff member, serious injury probability reduced by 50%.	Rare	Target in Mission 08 Target in Mission 03
	<b>Gunman</b>	When deployed as a Combat Unit staff member, Reflex Mode duration increased by 1s when holding a weapon.	Common	Prisoner in the Masa Village during Mission 23 Volunteer after you complete Mission 31
	<b>Quick Draw</b>	When deployed as a Combat Unit staff member, speed to draw primary weapon doubled.	Very Rare	The commander in Wakh Sind Barracks during Mission 01 One of the soldiers transporting the mute prisoner in Mission 06
	<b>Quick Reload</b>	When deployed as a Combat Unit staff member, weapon reload speed increased by 50%.	Rare	The commander of the Zero Risk Security force in Mission 35 Volunteer after you complete Mission 46 The driver of the transport truck during Mission 01
	<b>Rescuer</b>	When deployed as a Combat Unit staff member, Fulton recovery success rate increased by 20%.	Common	Prisoner in Wialo Village during Mission 04 Prisoner in Sakhra Ee Village during Mission 08
















## Specialists: Action Skills (Continued)

	SKILL DESCRIPTION	AVAILABILITY (RANDOM)	AVAILABILITY (UNIQUE)
 <b>Savage</b>	When deployed as a Combat Unit staff member, press the CQC Button while sprinting to unleash a devastating punch.	Rare	Target in Mission 07 Escort soldier of the trafficker during Mission 26 Passenger of the gunship in Mission 41
 <b>Tough Guy</b>	When deployed as a Combat Unit staff member, max health increased by 20%.	Common	One of the soldiers transporting the mute prisoner in Mission 06 One of the prisoners in Lamar Khaate Palace during Mission 10
 <b>Vanguard Sharpshooter</b>	Sniper who can pick off targets from long range and carry out covert scouting missions.	N/A	Quiet (Mission 11)

MOTHER BASE

## Specialists: Base Skills




















	SKILL DESCRIPTION	AVAILABILITY (RANDOM)	AVAILABILITY (UNIQUE)
 <b>Anesthesia Specialist</b>	When assigned to R&D Team, enables tranquilizer round conversion for handguns and sniper rifles.	N/A	Prisoner to extract in Mission 10
 <b>Bionics Specialist</b>	When assigned to R&D Team, enables the development of prosthetic arms.	N/A	Main target in Mission 05
 <b>Bipedal Weapons Developer</b>	When assigned to R&D Team, enables the development of D-Walker equipment.	N/A	Emmerich (Mission 12)
 <b>Counselor</b>	When assigned to Medical Team, recovery speed of staff suffering from PTSD in sickbay increased by 3%; can stack up to ten times for a maximum increase of 30%.	Very Rare	Target in Mission 25 Wandering Soldier from Side Op 57
 <b>Cybernetics Specialist</b>	When assigned to R&D Team, enables the development of "Medical" prosthetic arm technology.	N/A	Optional target in Mission 09
 <b>Diplomat</b>	Reduces the chance of injuries/illnesses/PTSD within his or her team by 1%; can stack up to ten times for a maximum reduction of 10%.	Rare	Optional target in Mission 06 Transport truck driver in Mission 17 Target in Side Op 112 Appears in Side Op 20 Wandering Soldier from Side Op 60
 <b>Drug Developer</b>	When assigned to Medical Team, enables the development of Noctocyanin and Acceleramin.	N/A	One of the prisoners in Mission 09
 <b>Electromagnetic Net Specialist</b>	When assigned to R&D Team, enables the development of the EMN-Mine.	N/A	Prisoner in Shago Village during Mission 32
 <b>Electrospinning Specialist</b>	When assigned to R&D Team, enables the development of the Knife Sneaking Suit for D-Dog and the Battle Dress for D-Horse.	N/A	Prisoner transported in a four-wheel drive during Mission 09
 <b>Gunsmith (Assault Rifles)</b>	When assigned to R&D Team, GMP required to develop and use assault rifles reduced by 3%; can stack up to ten times for the maximum 30% reduction. Also enables development of derivative models.	Common	Man who lectures the child soldiers during Mission 13 The Subordinate of the Major in Mission 19
 <b>Gunsmith (Grenade Launchers)</b>	When assigned to R&D Team, GMP required to develop and use grenade launchers reduced by 3%; can stack up to ten times for the maximum 30% reduction. Also enables development of derivative models.	Very Rare	Wandering Soldier from Side Op 53
 <b>Gunsmith (Handguns)</b>	When assigned to R&D Team, GMP required to develop and use handguns reduced by 3%; can stack up to ten times for the maximum 30% reduction. Also enables development of derivative models.	Common	Target in Side Op 107
 <b>Gunsmith (Machine Guns)</b>	When assigned to R&D Team, GMP required to develop and use machine guns reduced by 3%; can stack up to ten times for the maximum 30% reduction. Also enables development of derivative models.	Common	Wandering Soldier from Side Op 56

STAFF  
MANAGEMENT



## Specialists & Skills (Continued)

### Specialists: Base Skills (Continued)

		SKILL DESCRIPTION	AVAILABILITY (RANDOM)	AVAILABILITY (UNIQUE)
	<b>Gunsmith (Missile Launchers)</b>	When assigned to R&D Team, GMP required to develop and use rocket launchers reduced by 3%; can stack up to ten times for the maximum 30% reduction. Also enables development of derivative models.	Very Rare	Wandering Soldier from Side Op 55 Volunteer after you complete Mission 31 Appears in Side Op 24
	<b>Gunsmith (Shotguns)</b>	When assigned to R&D Team, GMP required to develop and use shotguns reduced by 3%; can stack up to ten times for the maximum 30% reduction. Also enables development of derivative models.	Rare	Prisoner in Wialo Village during Mission 04
	<b>Gunsmith (Sniper Rifles)</b>	When assigned to R&D Team, GMP required to develop and use sniper rifles reduced by 3%; can stack up to ten times for the maximum 30% reduction. Also enables development of derivative models.	Rare	Appears in Side Op 15 Wandering Soldier from Side Op 58 Volunteer after you complete Mission 46
	<b>Gunsmith (Submachine Guns)</b>	When assigned to R&D Team, GMP required to develop and use submachine guns reduced by 3%; can stack up to ten times for the maximum 30% reduction. Also enables development of derivative models.	Rare	Wandering Soldier from Side Op 59
	<b>Interpreter (Afrikaans)</b>	When assigned to Support Unit, enables the simultaneous interpretation of Afrikaans.	N/A	The Interpreter in Mission 14 Target in Side Op 03
	<b>Interpreter (Kikongo)</b>	When assigned to Support Unit, enables the simultaneous interpretation of Kikongo.	N/A	Target in Side Op 04
	<b>Interpreter (Pashto)</b>	When assigned to Support Unit, enables the simultaneous interpretation of Pashto.	N/A	Target in Side Op 02
	<b>Interpreter (Russian)</b>	When assigned to Support Unit, enables the simultaneous interpretation of Russian.	N/A	Target in Side Op 01
	<b>Master Gunsmith</b>	When assigned to R&D Team, enables weapon customization.	N/A	Target in Side Op 110
	<b>Materials Engineer</b>	When assigned to R&D Team, enables the development of the Battle Dress and other equipment.	N/A	Optional prisoner in Mission 14
	<b>Mechatronics Specialist</b>	When assigned to R&D Team, enables the development of the Precision prosthetic arms and other equipment.	N/A	Prisoner in Yakho Oboo Supply Outpost in Mission 10
	<b>Metamaterials Specialist</b>	When assigned to R&D Team, enables the development of the Stealth Camo.PP and other equipment.	N/A	Prisoner being held at Kiziba Camp in Mission 17
	<b>Missile Guidance Specialist</b>	When assigned to R&D Team, enables the development of the Killer Bee and other equipment.	N/A	Prisoner being held at Munoko ya Nioka Station, NE Guard Post during Mission 19 The Arms Dealer in Mission 21
	<b>Mother Base XO</b>	Positive morale variations are doubled for all members of Miller's team/unit.	N/A	Miller (Mission 01)
	<b>Noise Suppression Specialist</b>	When assigned to R&D Team, enables built-in suppressor conversion for handguns.	N/A	Prisoner in Mission 38
	<b>Parasitologist</b>	When assigned to Medical Team, enables the development of the Parasite Suit.	N/A	Code Talker (Mission 28)
	<b>Physician</b>	When assigned to Medical Team, illness recovery speed of sickbay residents increased by 3%; can stack up to ten times for the maximum 30% increase.	Rare	Wandering Soldier from Side Op 54 Target in Mission 24 Volunteer after you complete Mission 46
	<b>Radar Specialist</b>	When assigned to R&D Team, enables the development of the Active Sonar and other equipment.	N/A	One of the escort soldiers of the commander from Wakh Sind Barracks in Mission 07 Volunteer after you complete Mission 12
	<b>Rocket Control Specialist</b>	When assigned to R&D Team, enables the development of the Rocket prosthetic arms.	N/A	Prisoner in Lamar Khaate Palace during Mission 32



## Specialists: Base Skills (Continued)

Icon	NAME	SKILL DESCRIPTION	AVAILABILITY (RANDOM)	AVAILABILITY (UNIQUE)
	<b>Sleeping Gas Specialist</b>	When assigned to R&D Team, enables the development of LLG-Mine and Sleep Grenade.	N/A	The prisoner who escaped during Mission 25
	<b>Surgeon</b>	When assigned to Medical Team, staff injury recovery increases by 3%; can stack up to ten times for the maximum 30% increase.	Common	The escaped prisoner searched by the four soldiers in Mission 09 Prisoner in Ditadi Abandoned Village during Mission 26 Volunteer after you complete Mission 31
	<b>Tactical Instructor</b>	Negative morale variations are divided by two for all members of Ocelot's team/unit.	N/A	Ocelot (prologue) One of the prisoners in Lamar Khaate Palace during Mission 10 Man watching the child soldiers in Mission 13
	<b>Transportation Specialist</b>	When assigned to R&D Team, enables the development of the Cargo 2 Fulton upgrade.	N/A	One of the prisoners in Ditadi Abandoned Village during Mission 15 Volunteer after you complete Mission 16
	<b>Trap Specialist</b>	When assigned to R&D Team, enables the development of the E-Stun Decoy.	N/A	One of the prisoners in Ditadi Abandoned Village during Mission 15
	<b>Troublemaker (Harassment)</b>	Has a 1% chance to cause PTSD to another staff member in the same team six times per day; can be stacked up to ten times (max chance = 10%); only three staff can be affected simultaneously.	Extremely Rare	Target in Mission 26
	<b>Troublemaker (Unsanitary)</b>	Has a 1% chance to make another staff in the same team ill six times per day; can be stacked up to ten times (max chance = 10%); only three staff can be made ill simultaneously.	Extremely Rare	The militants' XO in Mission 25
	<b>Troublemaker (Violence)</b>	Has a 1% chance to injure another staff in the same team six times per day; can be stacked up to ten times (max chance = 10%); only three staff can be injured simultaneously.	Extremely Rare	One of the two CFA Officials during Mission 17
	<b>Video Surveillance Specialist</b>	When assigned to R&D Team, enables the development of security devices such as the Surveillance Camera and other equipment.	N/A	Prisoner in Ditadi Abandoned Village during Mission 26
	<b>Zoologist</b>	When assigned to R&D Team, enables the development of the Bait Bottle.	N/A	One of the prisoners during Mission 14

MOTHER BASE

STAFF MANAGEMENT

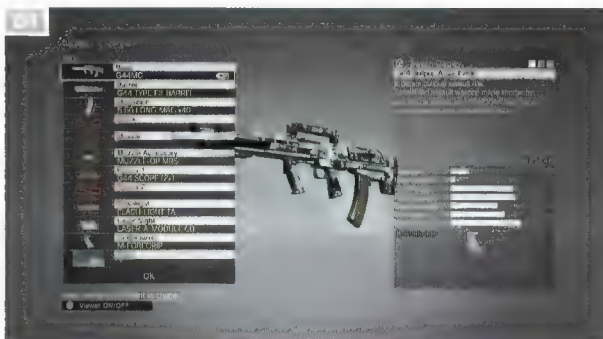
## Ground Zeroes Recruits\*

NAME	RECRUITING CONDITION	Icon 1	Icon 2	Icon 3	Icon 4	Icon 5	Icon 6
Ochre Chameleon		E	E	E	E	C	E
Grizzly Hedgehog		E	E	E	C	E	E
Hungry Crocodile	Complete one mission from: 03, 04 and 05	E	E	C	E	E	E
Wild Harrier		E	D	D	D	D	C
Gray Wallaby		E	C	C	C	B	C
Blue Chameleon		E	B	C	C	C	C
Midnight Mastiff	Complete Mission 06	E	C	C	B	C	C
Eye		C	C	C	C	B	C
Finger		B	C	C	C	C	C
Frigid Mongoose		E	A	D	B	D	B
Hunting Stallion		D	B	B	A	B	D
Assassin Harrier	Complete two missions from: 07, 08, 09 and 10	E	D	A	B	D	B
Mad Wallaby		B	B	D	B	A	B
Wild Stallion		A	B	B	D	B	D
Night Tree Frog		B	A	C	C	E	C
Pirate Capybara		E	B	C	A	B	C
Roaring Capybara	Complete Mission 12	C	C	A	C	C	E
Bitter Centipede		C	E	C	B	A	C
Crying Sturgeon		A	C	B	C	C	E

\* These recruits join you as volunteers if you download a suitable save file from *Metal Gear Solid V: Ground Zeroes*.



# [G] CUSTOMIZATION



Available while you are on board the ACC, the Customize entry in the Mother Base menu enables you to modify the color and other design elements of practically everything you own: vehicles, emblems, your avatar, and even Mother Base itself.

The most important function of this menu, however, is that you can create custom setups for all weapons with attachments once you have recruited a Master Gunsmith specialist (which is achieved by completing Side Op 109: see page 232). This is a key feature that can have immense benefits. For example, you could equip a powerful but noisy sniper rifle with a suppressor, or extend the clip capacity of your favorite automatic weapon [G].

Attachments become available as you develop new weapons. If you develop a firearm that has a new stock part, that component will then become available when you customize other models.

You can create up to three custom weapons per firearm category (such as pistols, assault rifles, and so forth), and use them freely during any operation. Custom weapons have their names written in yellow at the Sortie Prep screen.

## Attachment Type Overview






SHORT NAME	OVERVIEW
<b>Base</b>	The base firearm, on which attachments are fixed.
<b>Barrel</b>	Applies modifiers to the Firing Speed, Effective Range, Grouping and Auto-Aim Correction specs.
<b>Magazine</b>	Modifies the capacity of each magazine, as well as the weapon's maximum stock of ammo.
<b>Stock</b>	Applies modifiers to the weapon's stability when you aim while moving, and the time it takes before you can aim again at a target after firing.
<b>Muzzle</b>	Determines what type of accessory can be attached to the muzzle.
<b>Muzzle Accessory</b>	Reduces tremor (therefore improving Grouping) and can enable the attachment of a noise suppressor.
<b>Optics 1</b>	Enables the attachment of a scope, or a combination of small scope parts. This can provide dot sights or magnification levels.
<b>Optics 2</b>	Available if a second scope part can be combined to the first one.
<b>Flash Light</b>	Improves visibility at night, and can blind enemies that you aim at.
<b>Laser Sight</b>	Improves aiming accuracy.
<b>Underbarrel</b>	Enables the attachment of a foregrip, which reduces the firing tremor while moving and the aiming speed. With assault rifles and certain sniper rifles, you can instead equip them with underbarrel handguns, shotguns, or grenade launchers. To switch between the main weapon and the undermount, hold [G]/[B] and press [A]/[X].

## Stock Parts






CATEGORY	NAME	STABILITY MODIFIER	AIMING TIME MODIFIER
Submachine Gun	Sz-336 STOCK	1	1
	Sz-336 SLIDESTOCK	1.35	0.8
	ZE'EV STOCK	1	1
	ZE'EV RRS-STOCK	1.38	0.77
	MACHT 37 STOCK	1	1
	MACHT 37 AD-STOCK	1.4	0.75
	SVG TYPE STOCK	1	1
	SVG TYPE SK-STOCK	1.04	0.75
	SVG TYPE PR-STOCK	1.06	0.74
	SVG TYPE FS-STOCK	1.07	0.73
Assault Rifle	SVG TYPE F2-STOCK	1.1	0.65
	MRS TYPE STOCK	1	1
	MRS TYPE AD-STOCK	1.08	0.72
	MRS TYPE FS-STOCK	1.09	0.71
	ARC TYPE AD-STOCK	1	1
	ARC TYPE A2-STOCK	1.12	0.64
	ARC TYPE STOCK	1	1
	ARC TYPE FS-STOCK	1.1	0.7
	RASP STOCK	1	1
	RASP SAWED-OFF	0.95	1.05
Shotgun	S1000 STOCK	1	1
	S1000 SK-STOCK	1.2	0.75
	KAB83 STOCK	1	1
	FAKEL STOCK	1	1
	FAKEL SK-STOCK	1.2	0.75
	DGL103 STOCK	1	1
	RGL-220 STOCK	1	1
	HAIL STOCK	1	1
	RENOV STOCK	1	1
	RENOV SK-STOCK	1.05	0.85
Sniper Rifle	M2000 STOCK	1	1
	M2000 AD-STOCK	1.1	0.8
	BAMBETOV STOCK	1	1
	BAMBETOV AD-STOCK	1.15	0.75
	MRS TYPE STOCK	1	1
	MRS TYPE AD-STOCK	1.16	0.74
	BRENNAN STOCK	1.2	0.7
	AAM STOCK	1	1
	LPG-61 STOCK	1	1
Machine Gun			



## Barrels

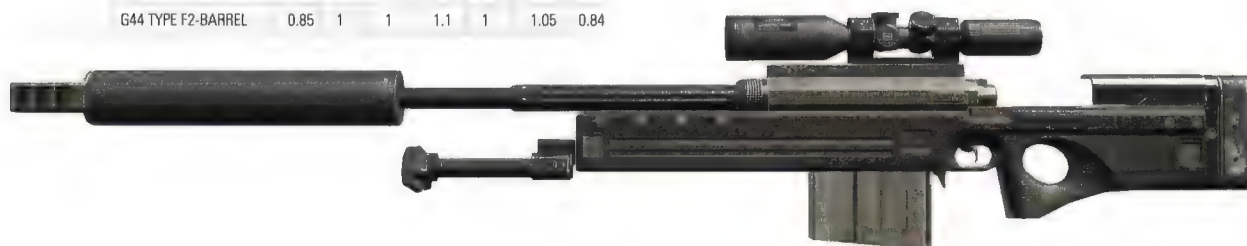
CATEGORY	NAME	MODIFIERS						
		AIMING TIME	FIRING SPEED	AUTO-AIM DISTANCE	AUTO-AIM RANGE	EFFECTIVE RANGE	MAX RANGE	STABILITY
 Handgun	D114 BARREL	1	1	1	1	1	1	1
	D114 HP-BARREL	1	1	1	1.3	1	1	0.75
	D114 L-BARREL	0.95	1	1.15	0.8	1.15	1.15	1
	S.PISTOL BARREL	1	1	1	1	1	1	1
	S.PISTOL L-BARREL	0.95	1	1.5	0.8	1.5	1.5	1
	BURKOV BARREL	1	1	1	1	1	1	1
	GEIST P3 BARREL	1	1	1	1	1	1	1
	S333 BARREL	1	1	1	1	1	1	1
	S333 R-BARREL	0.95	1	1	0.9	1	1	0.95
	S324LB L-BARREL	0.95	1	1.15	0.8	1.15	1.15	1
 Submachine Gun	S324LB R-BARREL	0.9	1	1.15	0.8	1.15	1.15	0.95
	S362SB S-BARREL	1.05	1.25	0.9	1.2	0.9	0.9	1.1
	S362SB MF-BARREL	1.1	1.25	0.9	1.2	0.9	0.9	1.05
	URAGAN-5 BARREL	1	1	1	1	1	1	1
	URAGAN-5P L-BARREL	0.95	1	1.2	0.9	1.2	1.2	1
	ZORN-KP BARREL	1	1	1	1	1	1	1
	Sz-336 BARREL	1	1	1	1	1	1	1
	ZE'EV BARREL	1	1	1	1	1	1	1
	MACHT 37 BARREL	1	1	1	1	1	1	1
	MACHT 37 L-BARREL	0.95	1	1.5	0.8	1.5	1.5	1
 Assault Rifle	MACHT 37 S-BARREL	1.05	1.3	0.9	1.2	0.9	0.9	1.1
	SVG TYPE BARREL	0.9	1	1	1	1	1	1
	SVG TYPE R-BARREL	0.8	1	1	1	1	1	0.95
	SVG TYPE S-BARREL	1	1.15	0.9	1.34	0.9	0.9	1.1
	SVG TYPE SR-BARREL	0.9	1.15	0.9	1.34	0.9	0.9	1.05
	SVG TYPE SS-BARREL	1.1	1.2	0.88	1.4	0.88	0.88	1.2
	SVG TYPE S2-BARREL	1	1.2	0.88	1.4	0.88	0.88	1.15
	SVG TYPE FS-BARREL	0.9	1	1	1	1	1.05	0.82
	SVG TYPE F2-BARREL	0.8	1	1	1	1	1.05	0.82
	MRS TYPE BARREL	0.9	1	1	1	1	1	1
 Machine Gun	MRS TYPE R-BARREL	0.8	1	1	1	1	1	0.95
	MRS TYPE SR-BARREL	0.9	1.1	0.92	1.32	0.92	0.92	1.02
	MRS TYPE L-BARREL	0.8	1	1.15	0.9	1.15	1.15	1
	MRS TYPE LR-BARREL	0.7	1	1.15	0.9	1.15	1.15	0.95
	MRS TYPE FS-BARREL	0.9	1	1	1.05	1	1.05	0.86
	MRS TYPE F2-BARREL	0.8	1	1	1.05	1	1.05	0.86
	ARC TYPE L-BARREL	0.8	1	1.1	0.95	1.1	1.1	1
	ARC TYPE LR-BARREL	0.7	1	1.1	0.95	1.1	1.1	0.95
	ARC TYPE S-BARREL	1	1.1	0.95	1.28	0.95	0.95	1.1
	ARC TYPE SR-BARREL	0.9	1.1	0.95	1.28	0.95	0.95	1.05
 Sniper Rifle	ARC TYPE FS-BARREL	0.85	1	1	0.95	1	1.05	0.8
	ARC TYPE F2-BARREL	0.75	1	1	0.95	1	1.05	0.8
	G44 TYPE BARREL	0.9	1	1	1	1	1	1
	G44 TYPE R-BARREL	0.8	1	1	1	1	1	0.95
	G44 TYPE S-BARREL	1	1.12	0.92	1.3	0.92	0.92	1.1
	G44 TYPE 9-BARREL	1	1.15	0.9	1.36	0.9	0.9	1.2
	G44 TYPE 9R-BARREL	0.9	1.15	0.9	1.36	0.9	0.9	1.15
	G44 TYPE FS-BARREL	0.95	1	1	1.1	1	1.05	0.84
	G44 TYPE F2-BARREL	0.85	1	1	1.1	1	1.05	0.84

## Barrels [Continued]

CATEGORY	NAME	MODIFIERS						
		AIMING TIME	FIRING SPEED	AUTO-AIM DISTANCE	AUTO-AIM RANGE	EFFECTIVE RANGE	MAX RANGE	STABILITY
 Shotgun	RASP BARREL	1	1	1	1	1	1	1
	RASP L-BARREL	0.9	1	1.3	0.8	1.3	1.3	1
	RASP LL-BARREL	0.8	1	1.6	0.6	1.6	1.6	1
	RASP S-BARREL	1.1	1.2	0.95	1.1	0.95	0.95	1.05
	RASP SS-BARREL	1.2	1.4	0.9	1.2	0.9	0.9	1.1
	S1000 BARREL	1	1	1	1	1	1	1
	S1000 R-BARREL	0.9	1	1	0.95	1	1	0.95
	S1000 L-BARREL	0.9	1	1	1	1	1	1
	S1000 LR-BARREL	0.8	1	1	0.95	1	1	0.95
	S1000 LLR-BARREL	0.75	1	1	0.95	1	1	0.95
 Grenade Launcher	S1000 S-BARREL	1.1	1.25	0.95	1.1	0.95	0.95	1.1
	KAB83 BARREL	1	1	1	1	1	1	1
	KAB83 R-BARREL	0.9	1	1	1	1	1	0.95
	BULL-H BARREL	1	1	1	1	1	1	1
	FAKEL BARREL	1	1	1.1	1	1.1	1.1	1
	DGL103 BARREL	1	1	1.1	0.9	1.1	1.1	1
	DGL103 L-BARREL	0.9	1	1.5	0.8	1.5	1.5	1
	RGL-220 BARREL	1	1	1	1	1	1	1
	RGL-220 L-BARREL	0.95	1	1.2	0.8	1.2	1.2	1
	RGL-220 LL-BARREL	0.9	1	1.5	0.8	1.5	1.5	1
 Machine Gun	HAIL BARREL	1	1	1	1	1	1	1
	HAIL HP-BARREL	1	1	1.2	0.8	1.2	1.2	1
	RENOV BARREL	0.85	1	1	1	1	1.2	1
	RENOV HP-BARREL	0.85	1	1.02	0.9	1.02	1.24	0.85
	RENOV MF-BARREL	0.75	1	1.05	0.85	1.05	1.26	0.8
	M2000 BARREL	0.8	1	1	1	1	1.28	1
	M2000 B-BARREL	0.8	1	1.07	0.8	1.07	1.32	0.75
	BAMBETOV BARREL	0.85	1	1	1	1	1.15	1
	BAMBETOV R-BARREL	0.85	1	1	1	1	1.15	0.95
	MRS SP BARREL	0.8	1	1	1	1	1.18	1
 Sniper Rifle	MRS SP MF-BARREL	0.7	1	1.05	0.85	1.05	1.18	0.7
	BRENNAN BARREL	0.6	1	1	1	1	1.35	1
	BRENNAN HP-BARREL	0.6	1	1.07	0.8	1.07	1.38	0.9
	SERVAL BARREL	0.6	1	1	1	1	1.26	1
	ALM 48 BARREL	0.5	1	1	1	1	1	1
	ALM 48 F-BARREL	0.5	1.15	1	1	1	1	1
	ALM 48 S-BARREL	0.7	1.15	0.9	1.1	0.9	0.9	1.1
	AAM BARREL	0.6	1	1	1	1	1	1
	AAM R-BARREL	0.5	1	1	0.95	1	1	0.95
	AAM S-BARREL	0.8	1.1	0.9	1.1	0.9	0.9	1
 Machine Gun	LPG-61 BARREL	0.5	1	1	1	1	1	1
	LPG-61 R-BARREL	0.5	1	1	1	1	1	1

MOTHER BASE




CUSTOMIZATION











# [GEAR] CUSTOMIZATION [CONTINUED]

## Magazines







TYPE	NAME	CAPACITY	STOCK
 Handgun	.45 MAG x7	7	63
	.45 MAG x10	10	90
	AP 9 MAG x10	10	90
	AP 9 MAG x7	7	63
	ANEST.9 MAG x7	7	21
	ANEST.9 MAG x10	10	30
	AP ANEST.9 MAG x10	10	30
	AP ANEST.9 MAG x7	7	21
	9 MAG x10	10	30
	9 MAG x7	7	21
	9 MAG x9	9	81
	9 MAG x12	12	108
	ANEST. 9 MAG x12	12	48
	ANEST. 9 MAG x9	9	36
	9 MAG x17	17	153
	9 MAG x30	30	210
	9 MAG x42	42	297
	R-MAGNUM	6	90
	R-MAGNUM S-LOADER	6	90
	R-MAGNUM +P	6	90
 Submachine Gun	12GA SHELL	5	45
	12GA SHELL(SLUG)	5	45
	12A SHELL(AIR-S)	5	45
	GRENADE	1	16
	GRENADE(SMOKE)	1	16
	GRENADE(STUN)	1	16
	WATER	20	0
	WATER(HP)	20	0
	WATER(UHP)	20	0
	SMG MAG x20	20	220
	SMG MAG x30	30	270
	SMG MAG x20	20	220
	SMG MAG x30	30	270
	SMG DUAL-MAG x30	30	270
	SMG LONG-MAG x40	40	320
	SMG MAG x30	30	270
	SMG MAG x20(STUN)	20	220
	SMG MAG x30(STUN)	30	270
	SMG DUAL-MAG x30(STUN)	30	270
	SMG LONG-MAG x40(STUN)	40	320
 Assault Rifle	5.56 MAG x30	30	210
	5.56 DJAL-MAG x30	30	210
	7.62 DJAL-MAG x30	30	210
	7.62 MAG x30	30	210
	5.56 LONG-MAG x40	40	280
	7.62 LONG-MAG x40	40	280
	7.62 DRUM-MAG x75	75	300
	5.56 MAG x30	30	210
	5.56 DUAL-MAG x30	30	210
	5.56 LONG-MAG x40	40	280
	5.56 DRUM-MAG x100	100	300
	7.62 MAG x20	20	210
	7.62 DUAL-MAG x20	20	210
	7.62 LONG-MAG x30	30	210
	7.62 DRUM-MAG x50	50	300
	7.62 MAG x20(STUN)	20	120
	5.56 MAG x30	30	210
	5.56 DUAL-MAG x30	30	210
	5.56 LONG-MAG x40	40	280
	9 MAG x30	30	360
 Shotgun	12GA SHELL	2	36
	12GA SHELL(MAGNUM)	2	36
	12GA SHELL(SLUG)	2	36
	12GA SHELL(S-SLUG)	2	36
	12GA SHELL(AIR-S)	2	24
	12GA SHELL	4	36

TYPE	NAME	CAPACITY	STOCK
 Shotgun [Continued]	12GA S-LOADER	4	36
	12GA SHELL(SLUG)	4	36
	12GA SHELL(AIR-S)	4	36
	12GA SHELL	6	42
	12GA SHELL	8	48
	12GA SHELL	3	30
	12GA MAG x6	6	36
	12GA LONG-MAG x9	9	42
	12GA DRUM-MAG x20	20	80
	12GA SHELL	8	72
 Grenade Launcher	40mmG	1	14
	40mmG(SMOKE)	1	14
	40mmG(STUN)	1	14
	40mmG(SLEEP)	1	14
	40mmG	2	18
	40mmG	3	22
	40mmG	1	14
	40mmG(SMOKE)	1	14
	40mmG(STUN)	1	14
	40mmG(R-HE)	1	22
 Sniper Rifle	40mmG	6	18
	40mmG(SMOKE)	6	18
	25mmG MAG x6	6	30
	25mmG L-MAG x10	10	40
	.308 MAG x5	5	25
	.338 MAG x5	5	25
	ANEST.308 MAG x5	5	25
	.308 MAG x5	5	25
	ANEST.308 MAG x5	5	25
	.308 MAG x8	8	42
 Machine Gun	.308 MAG x20	20	40
	.223 MAG x20	20	60
	ANEST.308 MAG x20	20	40
	AP12.7 MAG x5	5	40
	AP12.7 LONG-MAG x10	10	40
	AP12.7 MAG x5	5	40
	7.62 H-MAG x100	100	300
	7.62 H-MAG x150	150	450
	7.62 H-MAG x200	200	600
	5.56 S-MAG x100	100	400
 Rocket Launcher	5.56 S-MAG x150	150	600
	5.56 S-MAG x200	200	600
	7.62 S-MAG x100	100	300
	7.62 S-MAG x150	150	450
	7.62 R-MAG x100	100	300
	7.62 R-MAG x150	150	450
	7.62 R-MAG x200	200	600
	HEAT-I RG	1	8
	HEAT-II RG	1	8
	HEAT-III RG	1	10
 Rocket Launcher	MEM-84	1	8
	MEM-84	1	14
	MEM-84(HE-1)	1	6
	MEM-84(HE-2)	1	6
	TCS-M	1	6
	TCS-M VER.2	1	6
	TCS-M VER.3	1	8
	TCS-M VER.4	1	10
	CG-M	1	6
	CG-M MK.II	1	6
	CG-M MK.III	1	8





## Muzzle Accessories

TYPE	NAME	STABILITY MODIFIER	SUPPRESSOR DURABILITY
 Handgun	SUP. PISTOL(R1)	1	15
	SUP. PISTOL-S(R4)	1	-1
	SUP. PISTOL(R1)	1	15
	SUP. PISTOL-D(R2)	1	30
	MUZZLE-OP D114	0.8	-
 Submachine Gun	SUP. PISTOL-B(R1)	1	15
	SUP. PISTOL-B(R4)	1	-1
	SUP. SMG-Sz.(R1)	1	15
	SUP. SMG-Sz.(R2)	1	30
	MUZZLE-OP Sz.	0.6	-
 Assault Rifle	SUP. SMG(R1)	1	15
	SUP. SMG-MACHT(R2)	1	30
	SUP. SMG-RIOT(R1)	1	15
	MUZZLE-OP SVG(A)	0.88	-
	MUZZLE-OP SVG(B)	0.82	-
 Shotgun	MUZZLE-OP PG(B)	0.84	-
	SUP. GP-W(R1)	1	15
	SUP. GP-W(R2)	1	30
	MUZZLE-OP MRS	0.76	-
	MUZZLE-OP ARC	0.78	-
 Sniper Rifle	SUP. AR-ARC(R1)	1	15
	SUP. SG-S1000(R1)	1	15
	SUP. SG-S1000(R2)	1	30
	SUP. GP-W(R1)	1	15
	SUP. GP-W(R2)	1	30
 Machine Gun	SUP. SR-SV(R1)	1	15
	SUP. AMR (R1)	1	15
	MUZZLE-OP ALM	0.8	-

## Muzzles

TYPE	NAME	ENHANCEMENTS
 Assault Rifle	SVG TYPE MUZZLE	Normal Barrel Muzzle
	SVG TYPE F-HIDER	Muzzle for Short Barrel
	MRS TYPE MUZZLE	Normal Barrel Muzzle
	MRS TYPE S-MUZZLE	Muzzle for Short Barrel
	MRS TYPE FS-MUZZLE	Muzzle for LMG Barrel
 Shotgun	ARC TYPE MUZZLE	Normal Barrel Muzzle
	ARC TYPE S-MUZZLE	Muzzle for Short Barrel
	ARC TYPE FS-MUZZLE	Muzzle for LMG Barrel
	ARC TYPE NL-MUZZLE	Normal Barrel Muzzle
	G44 TYPE MUZZLE	Normal Barrel Muzzle
 Sniper Rifle	S1000 C-MUZZLE	Normal Barrel Muzzle
	KAB83 C-MUZZLE	Normal Barrel Muzzle
	KAB83 F-HIDER	Flash Hider
	BULL-H C-MUZZLE	Normal Barrel Muzzle
	RENOV MUZZLE	Normal Barrel Muzzle
 Machine Gun	M2000 MUZZLE	Normal Barrel Muzzle
	M2000 B-MUZZLE	Muzzle for High-accuracy Barrel
	BAMBETO V MUZZLE	Normal Barrel Muzzle
	MRS TYPE MUZZLE	Normal Barrel Muzzle
	AMR TYPE MUZZLE	Normal Barrel Muzzle
 Machine Gun	AMR TYPE HP-MUZZLE	Muzzle for High-accuracy Barrel
	ALM 48 MUZZLE	Normal Barrel Muzzle
	AAM MUZZLE	Normal Barrel Muzzle
	AAM S-MUZZLE	Muzzle for Short Barrel
	LPG-61 MUZZLE	Normal Barrel Muzzle

## Flashlights & Laser Sights

NAME	ENHANCEMENTS
COMPACT F-LIGHT	Flashlight
FLASH-LASER MODULE	Flashlight Laser Sight
FLASH-LIGHT ST	Flashlight (Soviet)
FLASH-LIGHT CB	Flashlight (U.S. 1)
FLASH-LIGHT TA	Flashlight (U.S. 2)
COMPACT LASER-M 1	Laser Sight 1
COMPACT LASER-M 2	Laser Sight 2
LASER-A-MODULE CB	Laser Sight (U.S. 1)
LASER-A-MODULE TA	Laser Sight (U.S. 2)




MOTHER BASE

## Optics

NAME	ENHANCEMENTS
DOT SIGHT I	Dot Sight 1
DOT SIGHT III	Dot Sight 3
DOT SIGHT II	Dot Sight 2
BOOSTER (2x)	2x Booster (Magnifier)
BOOSTER VM (2-4x)	4x Variable Zoom Booster (Magnifier/2-step)
G44 SCOPE (2x)	2x Fixed Scope
SHORT SCOPE (3x)	3x Short Scope
RANGE-FINDER E (3x)	3x Rangefinding Scope (Soviet)
RANGE-FINDER W (3x)	3x Rangefinding Scope (U.S.)
RANGE-FINDER (2-6x)	6x Variable Zoom Rangefinding Scope (U.S./2-step)
RANGE-FINDER SP (3x)	3x Rangefinding Scope
RIFLE SCOPE E (4x)	4x Rifle Scope (Soviet 1)
RIFLE SCOPE (2-8x)	8x Variable Zoom Rifle Scope 1 (3-step)
RIFLE SCOPE W(4x)	4x Rifle Scope (U.S. 1)
RF SCOPE (2-8x)	8x Variable Zoom Rangefinding Rifle Scope (3-step)
RIFLE SCOPE E2(4x)	4x Rifle Scope (Soviet 2)
RIFLE SCOPE W2(4x)	4x Rifle Scope (U.S. 2)
VM SCOPE (2-6x)	6x Variable Zoom Rifle Scope (U.S./2-step)
VM SCOPE (4-8x)	8x Variable Zoom Rifle Scope 2 (3-step)

CUSTOMIZATION

## Underbarrel

CATEGORY	NAME	ENHANCEMENTS
 Handgun	D114 UDBL-CB	-
	RASP UDBL-SG	-
 Shotgun	RASP UDBL-SG+P	Magnum Shotgun Conversion (Damage Up)
	S1000 UDBL-SG	-
 Grenade Launcher	FAKEL UDBL-GL	-
	FAKEL UDBL-GL(SMO)	Smoke Round Conversion (Attack Type: Non-lethal)
	FAKEL UDBL-GL(STN)	Stun Round Conversion (Attack Type: Non-lethal)
	FAKEL UDBL-GL(SLE)	Sleeping Gas Round Conversion (Attack Type: Non-lethal)
	DGL UDBL-GL	-
	DGL UDBL-GL(SMO)	Smoke Round Conversion (Attack Type: Non-lethal)
	DGL UDBL-GL(STN)	Stun Round Conversion (Attack Type: Non-lethal)







# FORWARD OPERATING BASES (FOBs)

**NOTE:** As an online-only feature of *MGSV* that will evolve over time (and with post-release updates or adjustments), comprehensive strategies for the management and defense of Forward Operating Bases naturally lie outside the remit of a printed guide written prior to the launch of the game. This section is designed as a primer for new players, augmenting the in-game tutorials to give you a head-start.



## FOB Facilities

		STAFF CAPACITY							DEVELOPMENT REQUIREMENTS			
		R&D Team	Base Development Unit	Support Unit	Intel Team	Combat Unit	Medical Team	Security Team	GMP	Materials (1)	Materials (2)	Time (Hours)
FOB 1	Command (Lv. 1)	30	30	30	30	30	30	25	400,000	Minor Metal x2,000	Fuel Resources x2,000	0
	Command (Lv. 2)	5	5	5	5	5	5	25	900,000	Minor Metal x9,000	Fuel Resources x9,000	4
	Command (Lv. 3)	5	5	5	5	5	5	25	1,620,000	Minor Metal x24,200	Fuel Resources x24,200	7
	Command (Lv. 4)	5	5	5	5	5	5	25	2,490,000	Minor Metal x45,600	Fuel Resources x45,600	23
	R&D (Lv. 1)	10	-	-	-	-	-	-	180,000	Common Metal x5,400	Fuel Resources x5,400	1
	R&D (Lv. 2)	15	-	-	-	-	-	-	200,000	Common Metal x12,800	Fuel Resources x12,800	2
	R&D (Lv. 3)	15	-	-	-	-	-	-	220,000	Common Metal x17,000	Fuel Resources x17,000	8
	R&D (Lv. 4)	15	-	-	-	-	-	-	720,000	Common Metal x72,000	Fuel Resources x72,000	16
	Base Development (Lv. 1)	-	10	-	-	-	-	-	180,000	Biological Material x5,400	Fuel Resources x5,400	1
	Base Development (Lv. 2)	-	15	-	-	-	-	-	200,000	Biological Material x12,800	Fuel Resources x12,800	2
	Base Development (Lv. 3)	-	15	-	-	-	-	-	220,000	Biological Material x17,000	Fuel Resources x17,000	8
	Base Development (Lv. 4)	-	15	-	-	-	-	-	720,000	Biological Material x72,000	Fuel Resources x72,000	16
	Support (Lv. 1)	-	-	10	-	-	-	-	180,000	Common Metal x5,400	Biological Material x5,400	1
	Support (Lv. 2)	-	-	15	-	-	-	-	200,000	Common Metal x12,800	Biological Material x12,800	2
	Support (Lv. 3)	-	-	15	-	-	-	-	220,000	Common Metal x17,000	Biological Material x17,000	8
	Support (Lv. 4)	-	-	15	-	-	-	-	720,000	Common Metal x72,000	Biological Material x72,000	16
	Intel (Lv. 1)	-	-	-	10	-	-	-	180,000	Common Metal x5,400	Fuel Resources x5,400	1
	Intel (Lv. 2)	-	-	-	15	-	-	-	200,000	Common Metal x12,800	Fuel Resources x12,800	2
	Intel (Lv. 3)	-	-	-	15	-	-	-	220,000	Common Metal x17,000	Fuel Resources x17,000	8
	Intel (Lv. 4)	-	-	-	15	-	-	-	720,000	Common Metal x72,000	Fuel Resources x72,000	16
	Combat Unit (Lv. 1)	-	-	-	-	10	-	-	180,000	Common Metal x5,400	Fuel Resources x5,400	1
	Combat Unit (Lv. 2)	-	-	-	-	15	-	-	200,000	Common Metal x12,800	Fuel Resources x12,800	2
	Combat Unit (Lv. 3)	-	-	-	-	15	-	-	220,000	Common Metal x17,000	Fuel Resources x17,000	8
	Combat Unit (Lv. 4)	-	-	-	-	15	-	-	720,000	Common Metal x72,000	Fuel Resources x72,000	16
	Medical (Lv. 1)	-	-	-	-	-	10	-	180,000	Biological Material x5,400	Fuel Resources x5,400	1
	Medical (Lv. 2)	-	-	-	-	-	15	-	200,000	Biological Material x12,800	Fuel Resources x12,800	2
	Medical (Lv. 3)	-	-	-	-	-	15	-	220,000	Biological Material x17,000	Fuel Resources x17,000	8
	Medical (Lv. 4)	-	-	-	-	-	15	-	720,000	Biological Material x72,000	Fuel Resources x72,000	16
FOB 2	Command (Lv. 1)	30	30	30	30	30	30	25	2,500,000	Minor Metal x12,500	Fuel Resources x12,500	0
	Command (Lv. 2)	5	5	5	5	5	5	25	3,240,000	Minor Metal x36,000	Fuel Resources x36,000	72
	Command (Lv. 3)	5	5	5	5	5	5	25	4,410,000	Minor Metal x58,800	Fuel Resources x58,800	96
	Command (Lv. 4)	5	5	5	5	5	5	25	4,992,000	Minor Metal x102,400	Fuel Resources x102,400	120
	R&D (Lv. 1)	10	-	-	-	-	-	-	720,000	Common Metal x6,000	Fuel Resources x6,000	6
	R&D (Lv. 2)	15	-	-	-	-	-	-	980,000	Common Metal x22,400	Fuel Resources x22,400	12
	R&D (Lv. 3)	15	-	-	-	-	-	-	1,280,000	Common Metal x64,000	Fuel Resources x64,000	72
	R&D (Lv. 4)	15	-	-	-	-	-	-	1,620,000	Common Metal x108,000	Fuel Resources x108,000	96
	Base Development (Lv. 1)	-	10	-	-	-	-	-	720,000	Biological Material x6,000	Fuel Resources x6,000	6
	Base Development (Lv. 2)	-	15	-	-	-	-	-	980,000	Biological Material x22,400	Fuel Resources x22,400	12
	Base Development (Lv. 3)	-	15	-	-	-	-	-	1,280,000	Biological Material x64,000	Fuel Resources x64,000	72
	Base Development (Lv. 4)	-	15	-	-	-	-	-	1,620,000	Biological Material x108,000	Fuel Resources x108,000	96
	Support (Lv. 1)	-	-	10	-	-	-	-	720,000	Common Metal x6,000	Biological Material x6,000	6
	Support (Lv. 2)	-	-	15	-	-	-	-	980,000	Common Metal x22,400	Biological Material x22,400	12
	Support (Lv. 3)	-	-	15	-	-	-	-	1,280,000	Common Metal x64,000	Biological Material x64,000	72
	Support (Lv. 4)	-	-	15	-	-	-	-	1,620,000	Common Metal x108,000	Biological Material x108,000	96
	Intel (Lv. 1)	-	-	-	10	-	-	-	720,000	Common Metal x6,000	Fuel Resources x6,000	6
	Intel (Lv. 2)	-	-	-	15	-	-	-	980,000	Common Metal x22,400	Fuel Resources x22,400	12
	Intel (Lv. 3)	-	-	-	15	-	-	-	1,280,000	Common Metal x64,000	Fuel Resources x64,000	72
	Intel (Lv. 4)	-	-	-	15	-	-	-	1,620,000	Common Metal x108,000	Fuel Resources x108,000	96
	Combat Unit (Lv. 1)	-	-	-	-	10	-	-	720,000	Common Metal x6,000	Fuel Resources x6,000	6
	Combat Unit (Lv. 2)	-	-	-	-	15	-	-	980,000	Common Metal x22,400	Fuel Resources x22,400	12
	Combat Unit (Lv. 3)	-	-	-	-	15	-	-	1,280,000	Common Metal x64,000	Fuel Resources x64,000	72
	Combat Unit (Lv. 4)	-	-	-	-	15	-	-	1,620,000	Common Metal x108,000	Fuel Resources x108,000	96
	Medical (Lv. 1)	-	-	-	-	-	10	-	720,000	Biological Material x6,000	Fuel Resources x6,000	6
	Medical (Lv. 2)	-	-	-	-	-	15	-	980,000	Biological Material x22,400	Fuel Resources x22,400	12
	Medical (Lv. 3)	-	-	-	-	-	15	-	1,280,000	Biological Material x64,000	Fuel Resources x64,000	72
	Medical (Lv. 4)	-	-	-	-	-	15	-	1,620,000	Biological Material x108,000	Fuel Resources x108,000	96



# General Principles

Forward Operating Bases (FOBs) are essentially additional Mother Bases that you can develop to speed up your progression in the management metagame, particularly to acquire resources at a much higher rate.

You must be online to build FOBs. Your first FOB is free of charge. Additional FOBs must be purchased with MB Coins, acquired through microtransactions with real-life money.

For each FOB that you own, you can send two more squads of recruits on Combat Deployment assignments, in addition to the default two offered by Mother Base.

For every FOB deck that you build, you also extend the staff capacity of your entire base. Expansions to Command Platforms increase the capacity of all teams; expansions to the other platforms increase the capacity of the team based on the platform concerned only.

MOTHER BASE

FOBs

## FOB Facilities (continued)

		STAFF CAPACITY							DEVELOPMENT REQUIREMENTS			
		R&D Team	Base Development Unit	Support Unit	Intel Team	Combat Unit	Medical Team	Security Team	GMP	Materials (1)	Materials (2)	Time (Hours)
MOTHER BASE	Command (Lv. 1)	30	30	30	30	30	30	25	8,100,000	Minor Metal x40,500	Fuel Resources x40,500	0
	Command (Lv. 2)	5	5	5	5	5	5	25	9,000,000	Minor Metal x100,000	Fuel Resources x100,000	72
	Command (Lv. 3)	5	5	5	5	5	5	25	10,890,000	Minor Metal x145,200	Fuel Resources x145,200	96
	Command (Lv. 4)	5	5	5	5	5	5	25	12,960,000	Minor Metal x230,400	Fuel Resources x230,400	120
	R&D (Lv. 1)	10	-	-	-	-	-	-	1,620,000	Common Metal x9,000	Fuel Resources x9,000	6
	R&D (Lv. 2)	15	-	-	-	-	-	-	2,000,000	Common Metal x32,000	Fuel Resources x32,000	12
	R&D (Lv. 3)	15	-	-	-	-	-	-	2,420,000	Common Metal x88,000	Fuel Resources x88,000	72
	R&D (Lv. 4)	15	-	-	-	-	-	-	2,880,000	Common Metal x144,000	Fuel Resources x144,000	96
	Base Development (Lv. 1)	-	10	-	-	-	-	-	1,620,000	Biological Material x9,000	Fuel Resources x9,000	6
	Base Development (Lv. 2)	-	15	-	-	-	-	-	2,000,000	Biological Material x32,000	Fuel Resources x32,000	12
	Base Development (Lv. 3)	-	15	-	-	-	-	-	2,420,000	Biological Material x88,000	Fuel Resources x88,000	72
	Base Development (Lv. 4)	-	15	-	-	-	-	-	2,880,000	Biological Material x144,000	Fuel Resources x144,000	96
	Support (Lv. 1)	-	-	10	-	-	-	-	1,620,000	Common Metal x9,000	Biological Material x9,000	6
	Support (Lv. 2)	-	-	15	-	-	-	-	2,000,000	Common Metal x32,000	Biological Material x32,000	12
	Support (Lv. 3)	-	-	15	-	-	-	-	2,420,000	Common Metal x88,000	Biological Material x88,000	72
	Support (Lv. 4)	-	-	15	-	-	-	-	2,880,000	Common Metal x144,000	Biological Material x144,000	96
FOB 1	Intel (Lv. 1)	-	-	-	10	-	-	-	1,620,000	Common Metal x9,000	Fuel Resources x9,000	6
	Intel (Lv. 2)	-	-	-	15	-	-	-	2,000,000	Common Metal x32,000	Fuel Resources x32,000	12
	Intel (Lv. 3)	-	-	-	15	-	-	-	2,420,000	Common Metal x88,000	Fuel Resources x88,000	72
	Intel (Lv. 4)	-	-	-	15	-	-	-	2,880,000	Common Metal x144,000	Fuel Resources x144,000	96
	Combat Unit (Lv. 1)	-	-	-	-	10	-	-	1,620,000	Common Metal x9,000	Fuel Resources x9,000	6
	Combat Unit (Lv. 2)	-	-	-	-	15	-	-	2,000,000	Common Metal x32,000	Fuel Resources x32,000	12
	Combat Unit (Lv. 3)	-	-	-	-	15	-	-	2,420,000	Common Metal x88,000	Fuel Resources x88,000	72
	Combat Unit (Lv. 4)	-	-	-	-	15	-	-	2,880,000	Common Metal x144,000	Fuel Resources x144,000	96
	Medical (Lv. 1)	-	-	-	-	-	10	-	1,620,000	Biological Material x9,000	Fuel Resources x9,000	6
	Medical (Lv. 2)	-	-	-	-	-	15	-	2,000,000	Biological Material x32,000	Fuel Resources x32,000	12
	Medical (Lv. 3)	-	-	-	-	-	15	-	2,420,000	Biological Material x88,000	Fuel Resources x88,000	72
	Medical (Lv. 4)	-	-	-	-	-	15	-	2,880,000	Biological Material x144,000	Fuel Resources x144,000	96
FOB 4	Command (Lv. 1)	30	30	30	30	30	30	25	19,600,000	Minor Metal x98,000	Fuel Resources x98,000	0
	Command (Lv. 2)	5	5	5	5	5	5	25	20,250,000	Minor Metal x225,000	Fuel Resources x225,000	72
	Command (Lv. 3)	5	5	5	5	5	5	25	23,040,000	Minor Metal x307,200	Fuel Resources x307,200	96
	Command (Lv. 4)	5	5	5	5	5	5	25	26,010,000	Minor Metal x462,400	Fuel Resources x462,400	120
	R&D (Lv. 1)	10	-	-	-	-	-	-	2,880,000	Common Metal x12,000	Fuel Resources x12,000	6
	R&D (Lv. 2)	15	-	-	-	-	-	-	3,380,000	Common Metal x41,600	Fuel Resources x41,600	12
	R&D (Lv. 3)	15	-	-	-	-	-	-	3,920,000	Common Metal x112,000	Fuel Resources x112,000	72
	R&D (Lv. 4)	15	-	-	-	-	-	-	4,500,000	Common Metal x180,000	Fuel Resources x180,000	96
	Base Development (Lv. 1)	-	10	-	-	-	-	-	2,880,000	Biological Material x12,000	Fuel Resources x12,000	6
	Base Development (Lv. 2)	-	15	-	-	-	-	-	3,380,000	Biological Material x41,600	Fuel Resources x41,600	12
	Base Development (Lv. 3)	-	15	-	-	-	-	-	3,920,000	Biological Material x112,000	Fuel Resources x112,000	72
	Base Development (Lv. 4)	-	15	-	-	-	-	-	4,500,000	Biological Material x180,000	Fuel Resources x180,000	96
	Support (Lv. 1)	-	-	10	-	-	-	-	2,880,000	Common Metal x12,000	Biological Material x12,000	6
	Support (Lv. 2)	-	-	15	-	-	-	-	3,380,000	Common Metal x41,600	Biological Material x41,600	12
	Support (Lv. 3)	-	-	15	-	-	-	-	3,920,000	Common Metal x112,000	Biological Material x112,000	72
	Support (Lv. 4)	-	-	15	-	-	-	-	4,500,000	Common Metal x180,000	Biological Material x180,000	96
	Intel (Lv. 1)	-	-	-	10	-	-	-	2,880,000	Common Metal x12,000	Fuel Resources x12,000	6
	Intel (Lv. 2)	-	-	-	15	-	-	-	3,380,000	Common Metal x41,600	Fuel Resources x41,600	12
	Intel (Lv. 3)	-	-	-	15	-	-	-	3,920,000	Common Metal x112,000	Fuel Resources x112,000	72
	Intel (Lv. 4)	-	-	-	15	-	-	-	4,500,000	Common Metal x180,000	Fuel Resources x180,000	96
	Combat Unit (Lv. 1)	-	-	-	-	10	-	-	2,880,000	Common Metal x12,000	Fuel Resources x12,000	6
	Combat Unit (Lv. 2)	-	-	-	-	15	-	-	3,380,000	Common Metal x41,600	Fuel Resources x41,600	12
	Combat Unit (Lv. 3)	-	-	-	-	15	-	-	3,920,000	Common Metal x112,000	Fuel Resources x112,000	72
	Combat Unit (Lv. 4)	-	-	-	-	15	-	-	4,500,000	Common Metal x180,000	Fuel Resources x180,000	96
	Medical (Lv. 1)	-	-	-	-	-	10	-	2,880,000	Biological Material x12,000	Fuel Resources x12,000	6
	Medical (Lv. 2)	-	-	-	-	-	15	-	3,380,000	Biological Material x41,600	Fuel Resources x41,600	12
	Medical (Lv. 3)	-	-	-	-	-	15	-	3,920,000	Biological Material x112,000	Fuel Resources x112,000	72
	Medical (Lv. 4)	-	-	-	-	-	15	-	4,500,000	Biological Material x180,000	Fuel Resources x180,000	96



## FOB Infiltration & Defense

The moment that you establish a Forward Operating Base, you have the option to infiltrate the FOBs of other players (called "rivals") – but they, too, can also enter your FOBs with nefarious intent.

The process of infiltrating the base of another player is similar to Mission 22. The primary difference is that you do not complete the assignment by neutralizing a target, but by sneaking to the platform's core, which is marked by a waypoint.

You should always favor stealth over any other approach. The moment you are detected, the entire base goes on full alert – which will cause the local A.I.-controlled guards to look for you and use all defenses at their disposal. Worse, the player who owns the FOB will receive a notification of your attack, and can join his troops physically to help defend the platform in question.

There are three possible outcomes to infiltrations:

- **Success:** The infiltrating player wins if he or she reaches the platform's core. Some of the personnel stationed on the platform are captured, and you also lay claim to any soldiers and containers extracted on the way. In short: what you steal is yours.
- **Failure:** The infiltrating player fails if he or she is eliminated or Fulton extracted, keeping all soldiers and resources extracted during the raid.
- **Abort:** If the infiltrating player aborts the mission, all acquisitions are lost.

When you play as the **infiltrator**, you should take the time to study the platform's security setup before you select an appropriate drop point. Once you have deployed, lower your stance and progress slowly. Depending on the level of advancement of your rival and the security systems they have deployed, there are many threats that can detect you (soldiers, obviously, but also cameras and drones). Discovery makes the rest of the mission far, far harder, so try not to take risks or be unnecessarily greedy. Furthermore, if you are spotted during an infiltration, your identity will be revealed to your victim – and the rival in question may then raid your base as an act of retaliation.

When you play as the **defender**, your goal is obviously to stop the infiltrator. You can improve your chances by increasing the overall rank of your Security Team staff, and by developing new Security Devices. You can even specify which areas of any given platform should be most highly secured. Changing this setting alters the patrol routes of your guards, so try to predict the routes that intruders will likely favor, and specify key security zones accordingly.

Note that you can familiarize yourself with these missions by playing their "practice" versions, available in the iDroid menu.

## Security Settings

	RANK	GMP	DEVELOPMENT REQUIREMENTS			
			SPECIALIST/BLUEPRINT	R&D TEAM LEVEL	SECURITY TEAM LEVEL	RESOURCES
IR-Sensor	3	100,000	-	18	18	-
Antitheft Device	3	150,000	-	20	20	-
Surveillance-Cam	3	200,000	-	22	22	-
UA-Drone	3	300,000	-	24	24	-
UA-Drone (Smoke)	4	400,000	Gunsmith (Grenade Launcher); [UA-DRONE] Blueprint	30	30	Common Metal x400



## NUCLEAR WEAPONS

Once you complete Mission 31, you gain the option to develop a nuclear weapon at the Resources menu (via the Mother Base tab of the iDroid interface). These have no direct role to play in the single-player game, but have a clear purpose once you establish a Forward Operating Base.

By developing a nuclear deterrent, you can prevent rivals from attempting to infiltrate your FOBs. Equally, in the early days of your private military empire, you cannot infiltrate the FOBs of rivals who possess a nuclear weapon of their own. However, there is a critical exception to this rule: any player who unlocks the "Hero" accolade (and the accompanying Trophy/Achievement) by completing Mission 31 and accumulating over 150,000 Heroism points is immune to nuclear retaliation: their ability to raid is not restricted.

Developing a nuclear weapon is not only extremely expensive (GMP: 750,000; Fuel Resources: 75,000; Minor Metal: 50,000), it also leads to very serious repercussions. Once the manufacturing process is complete, you lose 50,000 Heroism points instantly. You also accumulate a huge number of the hidden "Demon" points (see page 300), which has an immediate and profound effect on Big Boss. Even disposing of a nuclear weapon will cost you 100,000 GMP. For this reason, we advise that you think very, very carefully before you commit to this path.



## PF GRADE

Your Private Force rating is an indicator of how your Diamond Dogs outfit stacks up against the forces of every other player who is active online. There are 29 grade levels in total, from AAA, the highest, to E, the lowest. PF grades constantly change in accordance with the results of virtual "league battles" between players of the same rating. Players who finish in higher ranking positions move up a division, while players who finish in lower ranking positions move down. Virtual league battles are held automatically on a regular basis. However, as these are only simulated battles, your Diamond Dogs do not lose any actual assets.










# RESOURCES

As you are by now fully aware, an abundance of resources is necessary to keep Mother Base running smoothly, and to facilitate continued growth. Early in the story, you should aim to stockpile everything that you find – particularly materials and medicinal plants – as these are absolutely essential for equipment research and base expansions. In the late game, though, following the completion of all Mother Base decks, you may begin to reach the storage limit for certain resources – particularly the 200,000 hard limit for materials, and 3,000 for medicinal plants. To avoid wastage, it's prudent to sell off a proportion of these assets in advance and use the GMP (which itself is capped at 5,000,000) to bankroll expensive R&D projects.

MOTHER BASE

You can study your current supply levels via the Resources option on the Mother Base tab of the iDroid interface.

## Resources Overview

CATEGORY	NAME	CONTENTS	SALE VALUE (GMP)	NOTES
 <b>Materials (Unprocessed)</b>	Common Metal Container	White: 750 Yellow: 1500 Red: 7500	N/A	You can acquire containers filled with unprocessed materials via Fulton extractions once you have researched the Cargo 2 Fulton upgrade.
	Minor Metal Container	White: 400 Yellow: 800 Red: 4000	N/A	
	Precious Metal Container	White: 50 Yellow: 100 Red: 500	N/A	
	Fuel Resources Container	White: 750 Yellow: 1500 Red: 7500	N/A	
	Biological Material Container	White: 750 Yellow: 1500 Red: 7500	N/A	
 <b>Materials (Processed)</b>	Common Metal	100	100	Obtained as collectibles in the field, as rewards from Combat Deployment assignments, and procured automatically by the Base Development Unit.
	Minor Metal	50	200	
	Precious Metal	10	1,000	
	Fuel Resources	100	100	
	Biological Material	100	100	
 <b>Medicinal Plants</b>	Golden Crescent	-	500	Obtained as collectibles in the field or as rewards from Combat Deployment assignments.
	African Peach	-	1,000	
	Digitalis (Purpurea)	-	1,000	
	Digitalis (Lutea)	-	5,000	
	Black Carrot	-	1,000	
	Wormwood	-	500	
	Tarragon	-	1,000	
	Haoma	-	5,000	
	ZaAZ-S84/4W (Four-Wheel Drive)	-	20,000	
	APE T-41LV (Four-Wheel Drive)	-	20,000	
 <b>Vehicles</b>	Zi-GRA 6T (Truck)	-	30,000	Acquired with Fulton extractions once you have researched the Cargo 2 Fulton upgrade. Replaying Mission 09 can be a great way to "farm" vehicles, though there are other suitable candidates. Note that each Fulton extraction costs 10,000 GMP.
	BOAR-53CT (Truck)	-	30,000	
	ZHUK BR-3 (Armored Vehicle)	-	50,000	
	STOUT IFV-SC (Armored Vehicle)	-	50,000	
	ZHUK RS-ZO (Armored Vehicle)	-	70,000	
	STOUT IFV-FS (Armored Vehicle)	-	70,000	
	TT77 NOSOROG (Tank)	-	100,000	
	M84A MAGLOADER (Tank)	-	100,000	
	WG-PP	-	50,000	
	CCCP-WG TYPE-C	-	50,000	
 <b>Walker Gear</b>	CCCP-WG TYPE-A	-	50,000	Acquired through Fulton extractions once you have researched the Cargo 2 Fulton upgrade. Replaying Mission 15 can be a great way to "farm" Walker Gears.
	CFA-WG TYPE-C	-	50,000	
	CFA-WG TYPE-A	-	50,000	
	Nuclear Weapon	-	-	
	Nuclear Waste	-	-	
 <b>Nuclear</b>	Mist Parasites	-	10	Obtained by Fulton recovering the Skulls during Missions 01 and 06 (only possible once Mission 29 has been completed).
	Camouflage Parasites	-	10	
	Armor Parasites	-	10	
	VOL-GA K12 (Turret)	-	12,000	
	HMG-3 WINGATE (Turret)	-	12,000	
 <b>Parasite</b>	M2A-304 MORTAR (Mortar)	-	9,000	Obtained by Fulton recovering the Skulls during Missions 16, 29, 37 and 42 (only possible once Mission 29 has been completed).
	ZHIZDRA-45 (Anti-Air Cannon)	-	20,000	
	M276 AA G-GUN (Anti-Air Cannon)	-	20,000	
 <b>Placed Weapon</b>				Can be acquired via Fulton extractions once you have the Cargo 1 upgrade.

FDBs

RESOURCES



## [9] STORY EVENTS

**Spoiler warning!** If you have yet to make significant progress in the main storyline, these two pages (but particularly the “Cutscenes” table) may reveal information and developments that you might prefer to experience first-hand. If you are particularly averse to spoilers, we can guarantee that as long as you make regular trips to Mother Base, approximately once per three main missions, you won’t miss anything of consequence by leaving these pages until you complete Mission 45.

### Quiet

If you recruit Quiet by completing Mission 11 (see page 90 for details) and by choosing not to kill her during the mission’s closing cinematic, the sniper is transferred to the Medical Platform’s first deck. You can visit her cell at any time [01].

If you pay her an optional visit (as part of Side Op 111 – see page 232) once you are invited to do so by Ocelot after Mission 14, Quiet becomes available as a Buddy who can accompany you on missions. We cover the details of Quiet’s recruitment conditions, abilities as a Buddy and unique personal storyline on page 304 of the Reference & Analysis chapter.

### Paz

Just like Quiet, Paz is found on the first deck of the Medical Platform, behind a door on an upper walkway at the center of the deck [02]. You can visit her as soon as you build the first part of the Medical Platform, which triggers an optional storyline where your goal is to bring back Memento Photos to Paz.

There are ten photos to find, each awarded for completing an “Extract the Wandering Mother Base Soldier” side op (numbered 51 to 60 – see page 218). Every time you finish one of these side ops, be sure to visit Paz on your next trip to Mother Base to advance the story. You can only trigger one cutscene per visit, so you won’t be able to view all sequences in a row: it’s actually necessary to leave Mother Base and return from the ACC to trigger the next conversation, even if you have multiple Memento Photos at hand. Each Memento Photo that you have shown her is then displayed on the wall by her bed.

Once you retrieve all ten photos from the respective side ops and view the scenes they unlock, you need to make one final visit to Paz to see the conclusion of the storyline. This rewards you with Emblem parts.

### Emmerich

Dr. Emmerich is transferred to the R&D Platform once you extract him from the Afghanistan Central Base Camp at the end of Mission 12 (see page 94). He can be found in his lab on the first deck of the R&D platform, with the entrance situated on a lower level on the north side of the deck [03].

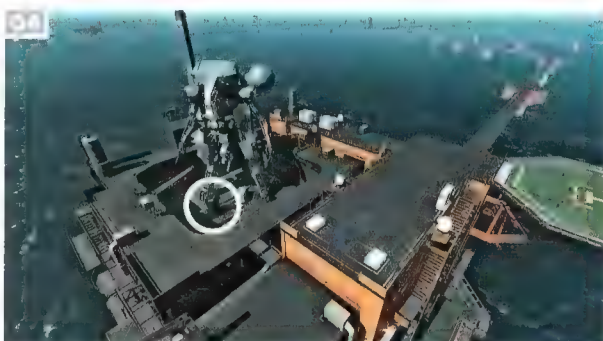
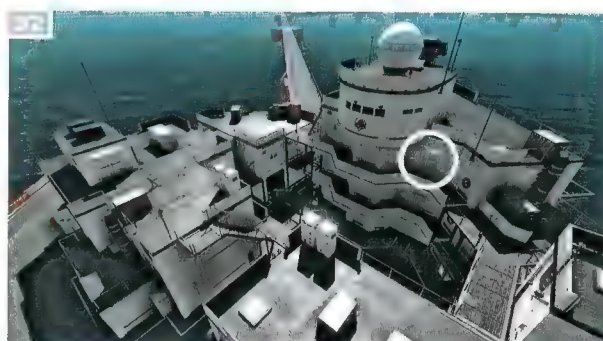
After a cinematic where Emmerich proposes the development of a new weapon for Diamond Dogs, you can make three optional visits to his lab to view the Battle Gear at different stages of its development. With the final cutscene, Battle Gear is unlocked for use in the five Key Dispatch Missions that require its presence (see page 267).

Another point of interest linked to Emmerich appears on the R&D Platform when you fulfill the corresponding conditions: the A.I. Pod from the Peace Walker Incident [04]. You can find it on the platform’s rooftop after you complete Side Op 143 (see page 240). If you shoot the A.I. Pod with the glass-piercing upgrade of your Windurger tranquilizer pistol (a late-game project), you will trigger an Easter egg where you can hear a handful of new audio sequences.

### Cutscenes

A large number of cutscenes occur on the various Mother Base platforms. Many of these are triggered automatically as you reach specific points in the main storyline – usually on completion of a mission. Whenever you are automatically transferred back to Mother Base, it means that a cinematic is imminent.

However, there are also numerous optional cinematics that you will only see if you voluntarily return to Mother Base once the corresponding conditions have been met. These all make small but valuable contributions to the overarching narrative.



The following table lists all of these conditional cutscenes at the earliest point when they can be unlocked, and information on when they can be triggered. It goes without saying that this table is packed with heavy spoilers, and that you should therefore consult it only after completing all main story missions.



## Mission Unlock Order & Conditional Cutscenes

UNLOCK CONDITION		CONDITIONAL MOTHER BASE CUTSCENES
<b>Mission 01</b>	Complete the Prologue.	-
<b>Mission 02</b>	Complete Mission 01.	-
<b>Mission 03</b>		D-Dog's arrival on Mother Base (once you've extracted the puppy at the deployment point of Mission 03, 04 or 05)
<b>Mission 04</b>	Complete Mission 02.	Welcoming D-Dog (after you've viewed D-Dog's arrival cutscene and completed any two missions)
<b>Mission 05</b>		Big Boss needs a shower (when you've spent five consecutive in-game days without taking a shower – Ocelot's version)
<b>Mission 06</b>	Complete any two missions from 03, 04 and 05.	Big Boss and Ocelot (when you've assigned three recruits to Mother Base)
<b>Mission 07</b>		-
<b>Mission 08</b>	Complete Mission 06.	Paz, first cutscene (visit her on the Medical Platform with a Memento Photo)
<b>Mission 09</b>		D-Dog ready to deploy (after you have viewed the puppy's arrival cutscene, and completed six missions, including at least three from 07, 08, 09 and 10)
<b>Mission 10</b>		-
<b>Mission 11</b>	Complete any one mission from 07, 08, 09 and have the Medical Platform built.	-
<b>Side Op 82</b>	Complete any three missions from 07, 08, 09 and 10.	-
<b>Mission 12</b>	Complete Side Op 82.	-
<b>Mission 13</b>	Complete Mission 12.	-
<b>Mission 14</b>	Complete Mission 13.	Quiet deploys with Big Boss (when you leave Mother Base after completing Side Op 111)
<b>Mission 15</b>	Complete Mission 14.	Big Boss needs a shower (when you spend five consecutive days without taking a shower and your Bond with Quiet is 60% or higher – Quiet's version)
<b>Mission 16</b>	Complete Mission 15.	-
<b>Mission 17</b>	Complete Mission 16.	-
<b>Mission 18</b>	Complete Mission 17.	-
<b>Mission 19</b>		Battle Gear development: step 1
<b>Mission 20</b>	Complete Missions 18 and 19.	-
<b>Mission 21</b>	Complete Mission 20.	Battle Gear development: step 2
<b>Mission 22</b>	While playing Mission 21.	-
<b>Mission 23</b>	Complete Missions 21 and 22.	FOB under attack by a rival (two versions depending on whether the infiltrator has been identified or not)
<b>Mission 24</b>	Complete Mission 23.	Battle Gear development: step 3 (visit Emmerich)
<b>Mission 25</b>		Eli and the boy
<b>Mission 26</b>	Complete Missions 24 and 25.	Quiet attacks a soldier
<b>Mission 27</b>	Complete Mission 26.	-
<b>Side Op 113</b>	Complete Mission 26 and build the second deck of the R&D Platform (Lv. 2/4).	-
<b>Mission 28</b>	Complete Mission 27.	-
<b>Mission 29</b>	Complete Mission 28.	-
<b>Mission 30</b>	Complete Mission 29.	Battle Gear development: step 4 (visit Emmerich)
<b>Mission 31</b>	Complete Mission 30.	Quiet retrieves Shabani's necklace for the children (you must have built the second deck of the R&D Platform)
<b>Mission 32</b>		Quiet in the rain (when your bond with her is at 80% or more and she is in the ACC when you return to Mother Base)
<b>Mission 33</b>		Paz, second and third cutscenes (after listening to "Paz's Diary" cassette tapes, #3 and #5 respectively)
<b>Mission 34</b>		Code Talker meditates
<b>Side Op 143</b>	Complete Mission 32, and any one additional mission (including replays) or side op.	Battle Gear ready for deployment (once you have completed Mission 32 and any one additional mission or side op)
<b>Side Op 144</b>	Complete Side Op 143.	Eli and Big Boss (complete Mission 32 or any other mission or side op after Mission 31)
<b>Mission 35</b>		-
<b>Mission 36</b>	Complete Side Op 144.	-
<b>Mission 37</b>		-
<b>Side Op 145</b>		-
<b>Side Op 146</b>		-
<b>Mission 38</b>	Complete Mission 35, Side Op 113, and any one additional mission (including replays) or side op. For Mission 40 to be unlocked, Quiet also needs to be available as a Buddy.	-
<b>Mission 39</b>		-
<b>Mission 40</b>		-
<b>Side Op 147</b>		-
<b>Side Op 148</b>	Complete Side Ops 145 and 146.	-
<b>Side Op 149</b>		-
<b>Mission 41</b>	Complete Mission 38, and Side Ops 147, 148 and 149.	Eli escapes
<b>Mission 42</b>	Complete Mission 41.	Second pandemic
<b>Mission 43</b>	Complete Mission 41, then any one additional mission (including replays) or three additional side ops; you also need to have at least 49 staff (of which a minimum of 41 are male).	-
<b>Mission 44</b>	Complete Mission 43.	-
<b>Mission 47</b>	Complete Mission 43, then complete any one additional mission (including replays) or three additional side ops.	Emmerich is exiled (unlock Mission 47, then complete any one mission (including replays) or three side ops)
<b>Side Op 150</b>	View the cutscene where Emmerich is exiled, have Quiet available as a Buddy with a Bond at its maximum 100% value; note that this side op is locked if you have the "Butterfly" front emblem part equipped.	-
<b>Mission 45</b>	Complete Side Op 150.	-
<b>Mission 46</b>	Secret mission (see page 324).	-
<b>Mission 48</b>		-
<b>Mission 49</b>	Unlock Mission 47, then complete any one additional mission (including replays) or three additional side ops, and view the cutscene where Emmerich is exiled.	-
<b>Mission 50</b>		-

MOTHER BASE

STORY EVENTS

## Repeatable Optional Mother Base Cutscenes

CONDITION	
<b>Birthday</b>	On the birthday you chose when creating your avatar. Two variations: one before Quiet is available as a Buddy, and one afterwards.
<b>Long time away, D-Dog</b>	When you spend five consecutive days without playing the game. Four variations: one with the puppy, and three with D-Dog once he's available as a Buddy, depending on your Bond (<25%, <75%, >75%).
<b>Long time away, staff</b>	When you spend five consecutive days without playing the game and D-Dog is not available as a Buddy.
<b>Low Morale</b>	When your GMP balance is negative.

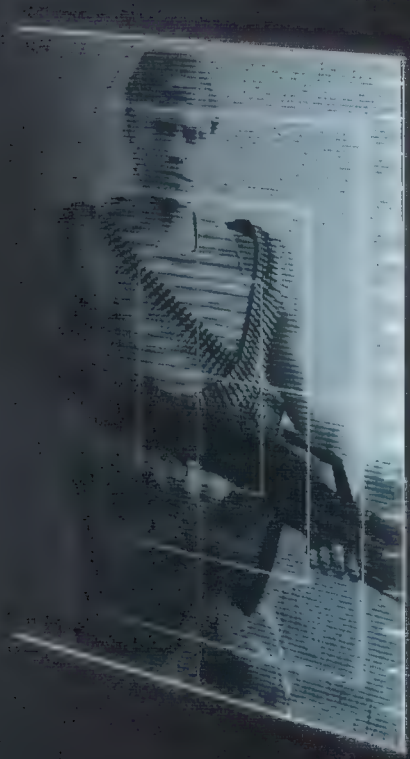






- [ ] QUICKSTART
- [ ] PRIMER
- [ ] WALKTHROUGH
- [ ] SAVE-UPS
- [ ] MOTHER BASE
- [■] REFERENCE & ANALYSIS
- [ ] EXTRAS
- [ ] INDEX

# REFERENCE & ANALYSIS



Packed with facts, figures and expert advice, this chapter takes a closer look at the systems that lie beneath the surface of the *Metal Gear Solid V* experience. If you have yet to complete the main storyline, you should note that the pages that follow contain story and progression spoilers. We would suggest that readers at least complete Mission 31 before reading any further.



# [ ] THE RESPONSE SYSTEM

Certain aspects of the *MGSV* difficulty level are adjusted dynamically in accordance with your play style. This “Response” system is a very gradual process that leads to natural and entirely plausible adaptations in enemy equipment and behavior. Essentially, it’s a way to ensure that you cannot use and abuse the same tricks all the time – an invitation to diversify your tactics and be more creative.

There are four visible levels of the Response system, represented by icons on the right-hand side of the Map screen. The more an icon turns red, the greater the response triggered by the game in retaliation to your play style.

ICONS	RESPONSE LEVEL
	0 (no response)
	1
	2
	3

The Response system affects practically every area of the game experience, from the equipment used by your enemies, to how long they remain incapacitated when you neutralize them with nonlethal techniques. All parameters listed in this chapter (and in the guide in general) for enemy attributes are base values. However, these parameters can be adjusted in real time by the game in accordance with your actions and overall progress. This is why the enemies you

face when you first complete a mission might be much tougher and better equipped when you return to replay it much later.

Most changes are immediately palpable: you might find that enemies wake up sooner from unconscious states, or find landmines planted in favored infiltration routes. Whereas guards once stood and gaped with incomprehension at the sight of their allies propelled into the sky with a Fulton device, they might later open fire without hesitation to shoot the balloons.

If you find that the Response system complicates things to an unmanageable degree, you can temporarily deny your enemies certain assets by completing Combat Deployment assignments known as Response Dispatch Missions (see page 269). If enemy forces have adapted to your proclivity for headshots by provisioning helmets for almost everyone, for example, completing the “Storage Shed Destruction (Helmets)” Dispatch Mission will lead to a temporary shortage of protective headgear.

The effects of these Response Dispatch Missions only last for the duration of the next three missions you complete, though, and only on standard troops – individuals who are scripted to wear specific equipment in a mission are exempt. After you have completed three missions, the effects disappear as the supply lines are reestablished.

Alternatively, forsaking a particular tactic entirely for a time will eventually lead the corresponding enemy response to be lowered. For a quicker result, complete or abort a mission with the Chicken Hat equipped – this triggers an immediate reduction of the Response system.

## Response System Overview

ICON	TYPE	TRIGGER	LOW-LEVEL RESPONSE	HIGH-LEVEL RESPONSE
	Combat Response	You neutralize enemies or capture outposts or guardposts during Alert Status or Combat Status.	Soldiers are equipped with weapons (shotguns, machine guns, shields) and armor to better resist your assaults.	More soldiers are deployed, and they have better equipment (upgraded weapons and stronger armor); they shoot with greater accuracy; they use grenades more often; they have more health; they reload and move faster; reinforcements are more substantial; vehicles and gunships can be called as reinforcements.
	Sniper Response	You fire at enemies from long distances (irrespective of weapon used).	Snipers with bolt-action rifles are deployed.	Snipers with semi-automatic rifles are deployed.
	Vehicle Response	You eliminate enemies with vehicles, Walker Gears, or your support helicopter.	Enemy vehicles are deployed and armed with rockets.	Enemy vehicles are deployed and armed with guided missiles.
	Gas Response	You neutralize enemies with smoke or sleeping gas, or enemies regularly notice clouds of smoke or gas.	Some enemies are equipped with gas masks.	More enemies are equipped with gas masks.
	Headshot Response	You perform headshots.	Some soldiers are equipped with helmets.	More soldiers are equipped with helmets.
	Nighttime Response	You neutralize enemies or are detected at nighttime.	Some soldiers are equipped with flashlights and night-vision goggles.	More soldiers are equipped with flashlights and night-vision goggles.
	Fulton Response	An enemy spots one of your Fulton extractions.	Soldiers attempt to pop the balloons of your Fulton extractions after a brief delay.	Soldiers attempt to pop the balloons of your Fulton extractions immediately.
	Covert Actions Response	You neutralize enemies or capture outposts or guardposts without being detected (no Alert Status or Combat Status).	Soldiers become better equipped against stealth tactics; mines, decoys and cameras are deployed in enemy outposts.	Soldiers wake up more quickly when you incapacitate them; they move faster and search more effectively; enemies you hold up are more likely to attack by surprise; decoys and cameras are likely to be replaced by active decoys and gun cameras.

## Response-Specific Equipment

NAME	EFFECT
Light Helmet	Nullifies one lethal weapon headshot (though weapons with high penetration values pierce through the helmet); stops all nonlethal shots (except for Quiet’s tranquilizer rounds, which remove the helmet).
Night-Vision Goggles	Soldiers equipped with NVG have the same vision range values as during the day.
Gas Mask	Soldiers do not experience the physical effects of smoke (though their visibility is still limited); immune to sleeping gas.
Body Armor	Bulletproof vest that increases the Defense value for the torso to 600.
Flashlight	Blinds you when the wearer aims in your direction.

### Nighttime Response

LEVEL	NVG CHANCE	FLASHLIGHT CHANCE
0	0%	0%
1	25%	
2	50%	75%
3	75%	

### Vehicle Response

LEVEL	VEHICLES/CHOPPERS
0	No
1	Equipped with rocket launcher x2
2	Equipped with guided missile x2
3	Equipped with guided missile x4

### Fulton Response

LEVEL	REACTION
0	None
1	None
2	Shoots balloons after a delay
3	Shoots balloons instantly



## Combat Response

LEVEL	Body Armor Chance	Riot Suit	Shield	Shotgun or Machine Gun	Weapon Grade	Reinforcements (Soldiers)	Reinforcements (Vehicle or Helicopter)	Accuracy	Reload Speed
0	0	0	0	0	Default	1	No	80%	80%
1 (low)	25%	0	0	x2	Default	1	No	100%	100%
1 (medium)	50%	0	x1	x2	Default	1	No	100%	100%
1 (high)	75%	x1	x1	x2	Upgraded	1	Yes	120%	120%
2	100%	x2	x2	x4	Upgraded	2	Yes	120%	120%
3	100%	x4	x4	x4	Upgraded	3	Yes	150%	150%

## Gas Response

LEVEL	GAS MASKS
0	0%
1	25%
2	50%
3	75%

## Headshot Response

LEVEL	HELMET CHANCE
0	0%
1 (low)	10%
1 (medium)	20%
1 (high)	30%
1 (very high)	40%
2 (low)	50%
2 (high)	60%
3	70%

## Sniper Response

LEVEL	SNIPERS
0	No
1-2	x 2 (bolt-action)
3	x 2 (semi-automatic)

## Covert Action Response

USE OF				SUSPICION BEHAVIOR	INCAPACITATION RECOVERY TIME	HOLD UP COUNTER CHANCE
LEVEL	MINES	DECOYS	CAMERAS			
0	No	No	No	Guards move to the location of a noise when they hear one; they trigger Alert Status only after seeing a tranquilized comrade twice; they only contact CP via radio after seeing a comrade on the ground three times.	150%	0%
1 (low)			Yes		100%	0%
1 (medium)		Yes			100%	20%
1 (high)	Yes			Guards do not move to the location of a noise when they hear one but move away; they trigger Alert Status immediately when they see a tranquilized comrade; they contact CP via radio immediately when they see a comrade on the ground.	75%	20%
2		Yes (Active Decoy)			75%	50%
3					50%	50%

REFERENCE & ANALYSIS

RESPONSE SYSTEM

CHECKPOINTS

# CHECKPOINTS

Checkpoints are key moments when your progress is saved, recording all recent activity (including Mother Base management) and enabling you to restart from that point if you trigger a Game Over condition or turn the game off. This transparent background system is most noticeable on long missions, where checkpoints divide most operations into manageable portions. Whenever a checkpoint is recorded, a rotating yellow circle icon appears in the top-right corner of your screen.

Though it might not be immediately apparent, checkpoints tend to occur consistently whenever you cross invisible boundary lines. More specifically, practically every outpost and guard post in *MGSV* is outlined by a hidden circle that broadly corresponds to the area's perimeter. Whenever you cross this line, a checkpoint is triggered automatically. These circles are illustrated on the diagram to the right for Shago Village, which you visit early in the adventure, and the small guard post to the north.

Once you know about these concealed checkpoint triggers, you can exploit them by leaving the perimeter of an outpost or guard post to save your current progress. If you decide to clear Shago Village of its troops during Mission 03, for example, you can move outside its boundaries to force a checkpoint every time you neutralize a handful of guards. In the event that you are then detected and killed, you will return to the checkpoint that you created. Or you can even enter the Pause menu and select the "Checkpoint" option to return to your manual save position the moment that enemies enter Combat Mode.

This trick can prove extremely useful during difficult missions, enabling you to divide them into a succession of small challenges, or use checkpoints to set up opportunities for experimentation without consequences. The only limitations are that certain missions (or sections thereof) do not allow access to suitable checkpoint-triggering borders, or have specific conditions that prevent you from "managing" your progress — such as Mission 09, which has no checkpoints at all.





# [] ENEMIES

Every soldier encountered in *Metal Gear Solid V* can potentially wield different pieces of equipment that alter his attributes and behavior. The "Response" system means that an individual stationed in a specific guard post or outpost can change equipment at any time during your playthrough.

The following table shows the potential equipment setups that you can encounter with each enemy faction:

## Enemy Variations

NAME	LOCATION	POSSIBLE EQUIPMENT													
	Afghanistan	Africa	Assault Rifle	Shotgun	Sniper Rifle	Machine Gun	Rocket Launcher	Handgun	Submachine Gun	Shield	Gas Mask	NVG	Helmet	Body Armor	Riot Suit
Soviet Soldier	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
CFA Soldier	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Rogue Coyote Soldier	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
ZRS Soldier	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
XOF Soldier	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Child Soldier	-	✓	✓	-	-	-	-	✓	-	-	-	-	-	-	-

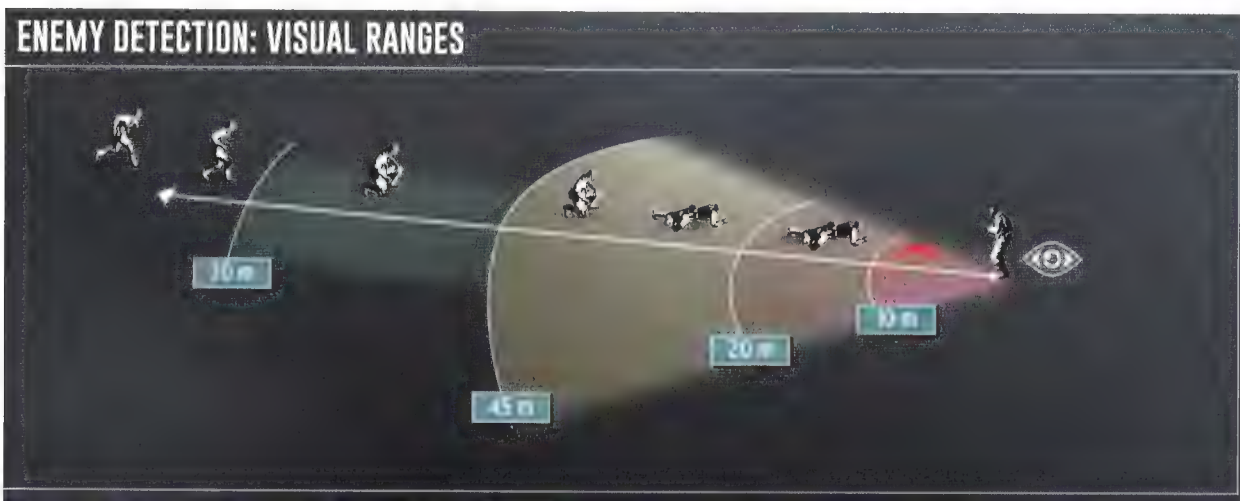


## Enemy Detection

Enemies can detect you with both their eyes and ears. To remain undetected, you need to lower your stance and move ever more slowly as you get closer to opponents.

You can enter an enemy's cone of vision and remain undetected as long as your stance is adapted to your proximity to them, as revealed in the diagram and table below. In certain specific instances, special values apply:

- Snipers and soldiers equipped with binoculars can see as far as 200 meters.
- Guards who are having a conversation will only see you within a 10-meter range.
- Inside sandstorms and mist clouds, enemies can only see you within 10 meters.



## Enemy Detection: Visual Ranges

RANGE	SAFE STANCE
> 70m and outside cones of vision	Any
70m (only in a straight line)	Crouch-walking
45m (40m at night)	Crawling (enemy reacts to crouch-walking stance, but doesn't identify you instantly)
20m (15m at night)	None (enemy reacts to crawling stance, but doesn't identify you instantly)
10m	None (instant detection with any stance)

Using their sense of hearing, enemies can detect noises in accordance with their distance from the source. Always take care to avoid disturbing or knocking over objects that may make a sound whenever there are guards nearby. Note that all footstep detection ranges are divided by two when it rains, and nullified completely during sandstorms.

## Enemy Detection: Hearing Ranges

RANGE	NOISE TYPE
160m	Gun shots and explosions
60m	Barking of D-Dog, Fulton extraction
30m	D-Horse galloping, Big Boss sprinting/dashing
15m	Magazine clip or Decoy hitting the ground or a wall
9m	Big Boss running
4.5m	Big Boss crouch-walking at full speed (crouch-walking slowly causes no sound)



## Body Parts

The effectiveness of lethal and nonlethal weapons varies in accordance with the body part that you hit, and the type of equipment that an opponent is wearing.

### DEFENSE

In addition to a soldier's overall health attribute, each individual body part other than the head has a "defense" value, set at 300 points by default. If this value is greater than the "impact force" value (see page 256) of a shot sustained by a target, a damage reduction modifier is applied – the higher the difference, the greater the damage reduction. This defense value is increased when a soldier wears equipment such as bulletproof vests or riot suits, and is generally very high for metallic objects such as shields, Walker Gears and vehicles.

## Riot Suit Soldiers

Soldiers wearing riot suits appear in certain late-game missions, and, depending on your play style, may appear in many other areas and missions due to the effects of the Response system.

These opponents are particularly tough to defeat in combat situations, as their full body armor is incredibly resilient. Even with upgraded firearms or explosives, it takes many shots to neutralize them. To avoid perilous confrontations, the best solution is to knock them out with CQC moves, then Fulton recover them before they wake up. This silent solution totally negates the advantage provided by their armor. If required, lure them away with distractions such as Decoys before you quietly crouch-walk to grab them from behind [01].



Another effective approach is to neutralize them with sleep grenades or, better still, with sleep gas mines. The latter can prove extremely effective when they are found walking in pairs [02].

While the appearance of soldiers wearing riot suits will vary depending on the "faction" they belong to (Soviet soldiers, Private Forces such as CFA, and so forth), their stats remain identical.



## Body Parts

Body Part	Health	Defense	Notes
Head	0	0	Shots to the head are the most powerful – always lethal (even with relatively weak weapons) or instantly effective with nonlethal firearms. If soldiers are wearing helmets, you must hit the unprotected face area.
Total Health/Torso	2,600	300	Shots to the torso deal damage that is depleted from the enemy's total health value. If this value is reduced to 500 or less, the enemy falls to the ground and writhes in pain for a variable duration of time before they die. If this value is reduced to 0, the enemy dies instantly.
Left Arm	1,500	300	Shots to the limbs deal damage that is depleted from the enemy's total health value and from the limb's individual value. If you completely disable two limbs (2 x 1,500 = 3,000), for example, the enemy will die because his total health is reduced to below 0. When you neutralize one limb, though, the enemy usually falls to the ground and writhes in agony. This is actually a feature that you can exploit. Once a soldier falls to the ground in this state, you can extract them before they die to avoid score penalties for the use of lethal force. They either successfully reach Mother Base and you have a new recruit, or they disappear during the extraction process. However, casualties that occur during Fulton extractions do not affect your No Kills score bonus. As long as an enemy is still alive when he flies up into the air, this counts as a nonlethal takedown.
Right Arm	1,500	300	
Left Leg	1,500	300	
Right Leg	1,500	300	
Stamina	3,000	300	Tranquilizer rounds and rubber bullets reduce the stamina value irrespective of which body part is hit (armor notwithstanding).

REFERENCE & ANALYSIS

## Fulton Extraction Rates

Target Status	Condition	Base Success Rate
Incapacitated	Stamina reduced to 0 with STN or ZZZ attacks.	High
Held Up	You hold up an enemy at point-blank range.	Medium
Critically Wounded	One body part health value reduced to 0, or total health value reduced to 500 or less.	Low
Dead	Total health is reduced to 0.	Extraction impossible

ENEMIES



## Armor Parts

Body Part	Health	Defense	Notes
Torso Armor	∞	1,200	Torso armor cannot be destroyed, so the defense value remains effective no matter how many times you hit it.
Helmet	2,200	1,200	These armor parts are destroyed when their resistance is reduced to 0. At this point, the armor piece is broken and the defense value returns to its default 300 value (0 for the head). Nonlethal rounds are completely ineffective on armor pieces.
Left Arm Armor	2,200	1,200	
Right Arm Armor	2,200	1,200	
Left Leg Armor	2,200	1,200	
Right Leg Armor	2,200	1,200	



## Shield-Bearing Soldiers

Soldiers equipped with personal ballistic shields appear in certain late-game missions, and are also deployed in accordance with the Response system.



These enemies are extremely difficult to manage in open conflict situations, as your bullets will simply bounce off the shield without slowing down the user, who will home in on you and attack at close range.

The best way to dispatch these enemies is to silence them without being detected. As long as you do not fire at the shield (which they usually carry on their back when there is no active alert), you can neutralize them with any weapon. Using CQC is always a valid option if you have the opportunity to get in behind them.

If you face one of these enemies during Combat Status, the best ways to defeat them are as follows:

- Aim with standard firearms at any uncovered part of their body: their legs when they walk, or their head via the central slot [03]. Depending on the available cover, you may also be able to flank them to secure a clear shot.
- Hit them with an explosion (caused by a grenade, a grenade launcher, or the Blast Arm), then immediately finish them off while they are staggered [04].
- Wipe them out with a rocket launcher or with the Brennan LRS-46 anti-materiel rifle.

## Puppet Soldiers

Puppet soldiers appear during all boss battles against the Skulls, and in select side ops. These are the local soldiers, but with their minds controlled by Skull Face's elite troops.

Ponderously slow to move, they will only attack you at close range with melee assaults: either a relatively weak punch, or a special grab attack where they attempt to bite you – press [R2]/[LT] repeatedly to escape if you are caught.

What makes them dangerous is that you often encounter them in large numbers, and that they benefit from very high damage reduction rates.

### Damage Reduction Rates

DAMAGE TYPE	REDUCTION RATE
Lethal <b>DMG</b>	30%
Nonlethal <b>ZZZ</b>	70%
Nonlethal <b>STN</b>	90%

The best way to silence puppet soldiers is with headshots. Any weapon will take them down instantly if it hits their head – and this is the only valid course of action with tranquilizer rounds, due to their high resistance to the soporific effect when you hit other body parts. If you want to extract puppet soldiers, sleep or stun grenades are also a very effective way to incapacitate multiple targets simultaneously. You should naturally avoid the use of CQC (and, indeed, close proximity in general).

Note that the “Wandering Mother Base Soldiers” that appear in Side Ops 51-60 belong to this category, making tranquilizing sniper rifles the ideal way to disable them prior to Fulton extraction.

## [!] VEHICLES

Just like soldiers, vehicles have both a Durability stat (the equivalent of health) and a Defense stat. Though you can destroy them with appropriate weapons, the best solution is usually to Fulton extract them (after you research the Cargo 2 upgrade) and claim them for Mother Base.

### Four-Wheel Drives



There are two types of four-wheel drive: the ZaAZ-S84/4W and the APE T-41LV. A four-wheel drive can only hurt you by ramming into you – an attack that has a base damage value of 2,300.

#### Four-Wheel Drive Parts

PARTS	DURABILITY	DEFENSE	NOTES
Main body	2,300	300	Explodes once durability is reduced to 0.
Tires (x4)	1,600	300	If you destroy one tire, the vehicle slows down. If you destroy two, it stops completely.

### Trucks



Just like four-wheel drives, there are two types of truck: the Zi-GRA 6T and the BOAR-53CT. If a truck rams into you, it inflicts 2,300 points of damage.

#### Truck Parts

PARTS	DURABILITY	DEFENSE	NOTES
Main body	2,300	2,500	Explodes once durability is reduced to 0.
Tires (x4)	2,000	600	If you destroy one tire, the vehicle slows down. If you destroy two, it stops completely.



ZaAZ-S84/4W



APE T-41LV



Zi-GRA 6T



BOAR-53CT



## Armored Vehicles



There are four main types of armored vehicle (ZHUK BR-3, ZHUK RS-ZO, STOUT IFV-SC, and STOUT IFV-FS) that all exist in three potential versions: a common default model, and black or red models that only appear during high-difficulty missions or late-game side ops.

### Armored Vehicle Parts

PARTS	DURABILITY	DEFENSE	NOTES
Main body	2,800	Front & Sides: 9,000 Rear, Top & Bottom: 6,000	Explodes once durability is reduced to 0. The high Defense values greatly lower the damage you inflict. Rocket launchers, C4 and anti-materiel rifles are recommended.
Tires (x8)	2,800	4,500	If you destroy two or three tires, the vehicle slows down. If you destroy four, it stops completely.

### Armored Vehicle Attacks

	BASE DAMAGE	NOTES
Ram	2,300	All armored vehicles
Small cannon	1,200	All armored vehicles except for STOUT IFV-FS
Large cannon	3,900	STOUT IFV-FS only
Machine gun	1,100	STOUT IFV-FS only
Multi-barrel rocket launcher	3,900	ZHUK RS-ZO only

## Tanks



There are two types of tank: the TT77 NOSOROG and the M84A MAGLOADER. As with armored vehicles, each tank exists in three potential versions: a common default model, and two colored models (black or red) that only appear during high-difficulty missions or late-game side ops.

Due to their high damage resistance, tanks can prove particularly hard to deal with in open conflict situations.

Whenever you have the opportunity to do so, try to approach them and Fulton recover them – even in open conflict.

### Tank Attacks

	BASE DAMAGE
Ram	2,300
Cannon	3,900
Machine gun	1,100

### Tank Parts

PARTS	DURABILITY	DEFENSE	NOTES
Main body	4,500	Front: 15,000 Sides: 12,000 Rear, Top & Bottom: 9,000	Explodes once durability is reduced to 0. The high Defense values greatly lower the damage you inflict. Rocket launchers, C4 and anti-materiel rifles are recommended.
Tracks (x2)	4,500	9,000	If you destroy either, the tank stops completely.

## Gunships



There are two types of gunship: the HP-48 KROKODIL and the UTH-66 BLACKFOOT. Like armored vehicles and tanks, these exist in three potential versions: a default model, and two black or red models that only appear during high-difficulty missions or late-game side ops. The colored models have increased stats, making them a force to be reckoned with.

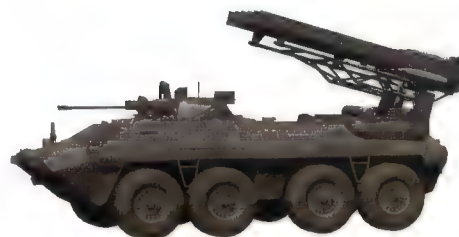
Gunships are dangerous not only in combat scenarios, but also during stealth infiltrations. During the day, they can detect you within a reasonably large radius. At night, they will generally only spot you if you stand inside their searchlights. Crawl at all times, and hide behind or beneath a solid obstacle if you arouse their suspicion to avoid triggering a full Combat Status. To take them down, use your most powerful rocket launcher (the CGM 25 is particularly recommended against the red and black models), though a fully maxed anti-materiel rifle can also prove surprisingly effective.

### Gunship Parts

PARTS	DURABILITY	DEFENSE	NOTES
Standard	Main body: 2,800 Canopy: 2,800	4,500 2,200	
Black	Main body: 2,800 Canopy: 2,800	4,500 2,000	
Red	Main body: 2,800 Canopy: 2,800	6,500 4,200	Explodes once durability is reduced to 0.



ZHUK BR-3



ZHUK RS-ZO



STOUT IFV-SC



STOUT IFV-FS



TT77 NOSOROG



M84A MAGLOADER



HP-48 KROKODIL

REFERENCE & ANALYSIS

ENEMIES

VEHICLES



# [!] BOSSES

## The Skulls (Mist Version)

You encounter the Mist variety of Skulls twice: first during Mission 01, and a second time during Mission 06. On both occasions, engaging them in conflict is entirely optional.

- The Skulls have body parts that can be destroyed. A damage modifier is applied when you destroy a body part, enabling you to reduce their health or stamina status gauge faster. If you “destroy” their heads, you will secure a x2.25 damage modifier for all further headshots.
- The moment you destroy a second body part, the one that was destroyed first recovers instantly. It therefore pays to be precise and consistent.
- All Skulls slowly regain their health, making it very important to eliminate them one at a time, focusing your fire on a single target until it falls before you move on to the next.
- Each Skull of this type that you Fulton extract (only possible after completing Mission 29) rewards you with corresponding “parasite” resources required to create an item that disperses mist for a set duration when you wear the Parasite Suit.
- If you use the weather modification feature to trigger rain when you face the Skulls – of any variety – you can briefly distract them for a few seconds to create a clear opening for an attack, though this limits your score to a maximum A rank. This is, therefore, more of an Easter egg than a valid strategy.

### Overall Stats

HEALTH	DEFENSE	STAMINA
2,800	2,000	2,800

### Body Parts

NAME	HEALTH	HEALING RATE	DAMAGE MODIFIER (PERMANENT)	DAMAGE MODIFIER (BODY PART DESTROYED)
Head	700	10/sec	x1.5	x1.5
Body	700	10/sec	x1	x1.5
Right arm	700	10/sec	x1	x1.5
Left arm	700	10/sec	x1	x1.5
Right leg	700	10/sec	x1	x1.5
Left leg	700	10/sec	x1	x1.5

### The Skulls' Attacks

NAME	BASE DAMAGE
Assault Rifle	500
Submachine Gun	450
Machete	2,000

## The Skulls (Armor Version)

You face the Skulls in their Armor version twice in standard missions (16 & 29), then again during replays on Extreme (37 & 42): see pages 116, 160, 176 and 188 for recommended strategies. All of the general principles mentioned for the Mist version of the Skulls also apply to the Armor variant. Each Skull of this type that you Fulton extract rewards you with specific “parasite” resources required to create items that power the enhanced armor functionality of the Parasite Suit.

### Overall Stats

HEALTH	DEFENSE	STAMINA
4,800	4,000	4,800

### Body Parts

NAME	HEALTH	HEALING RATE	DAMAGE MODIFIER (PERMANENT)	DAMAGE MODIFIER (BODY PART DESTROYED)
Head	700	10/sec	x1.5	x1.5
Body	700	10/sec	x1	x1.5
Right arm	700	10/sec	x1	x1.5
Left arm	700	10/sec	x1	x1.5
Right leg	700	10/sec	x1	x1.5
Left leg	700	10/sec	x1	x1.5
Full Body Armor	880	Heals all destroyed body parts and takes damage instead of them.		

### The Skulls' Attacks

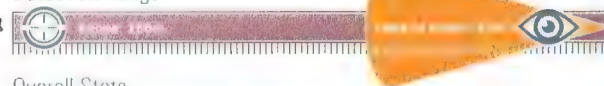
NAME	BASE DAMAGE
Assault Rifle	500
Machete	2,000
Rock Throw	2,300
Rock Spike Explosion	5,000

## The Skulls (Camouflage Version)

You face the Skulls in their Camouflage version twice: once during Mission 28, and a second time during Mission 48. You can find strategies and general guidance for these battles on pages 156 and 196. Each Skull of this type that you Fulton extract rewards you with “parasite” resources required to create an item that, with the Parasite Suit equipped, renders the user invisible for 30 seconds.

- These Skulls have no body parts that can be destroyed, and they do not regain health.
- All headshots have a x2 damage modifier, making this the most effective way to eliminate these targets.
- These opponents have no visibility reduction during the night: they see as far in the dark as they do during the day. Their hearing is ten times as acute as that of regular soldiers, so they are just as likely to detect you by listening to your movements.
- If you listen closely, you can hear these Skulls breathing when they are in sniping position. It's less audible than Quiet's humming, but nonetheless something that you will come to recognize.

### Detection Range



### Overall Stats

	HEALTH	DEFENSE	STAMINA
Mission 28	6,000	800	3,000
Mission 48	15,000	800	7,500

### The Skulls' Attacks

NAME	BASE DAMAGE
Sniper Rifle	4,500
Machete	4,000
Grenade	2,600



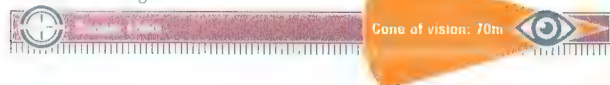


## Quiet

You face Quiet in a sniper duel during Mission 11, with a reprise of the encounter when you reach Mission 40 – but this time with the Extreme ruleset in effect, which makes it far more difficult. You can find our recommended strategies for these battles on pages 92 and 182 respectively. In this section, we simply reveal additional stats and details that are not visible in the game.

- Quiet's hearing is ten times more sensitive than it is for standard soldiers. She will hear you sprint from any distance, except during sandstorms. If you plan to take her by surprise, you need to move very slowly and carefully.
- Quiet sees as well during the night as she does during the day.
- When Quiet activates her laser sight, any shot she takes is instantly lethal. This mode only lasts for 20 seconds, so it's usually prudent to hide until it ends.
- You can force Quiet to perform her hydration "ritual" by changing the weather to rain with the weather modification option (accessed via the Fire Support menu). Unlike the (daylight-only) instances where she performs this voluntarily, she will not heal during the process – so you could use this opportunity to launch a surprise attack. However, use of the weather modification function limits your final rating to maximum A rank. It's more of a curiosity than a worthwhile tactic.

### Detection Range



### Overall Stats

MISSION	HEALTH	DEFENSE	STAMINA
Mission 11	6,400	800	3,000
Mission 40	16,000	800	7,500

### Damage

TYPE	MISSION 11 & 40
Damage Sustained	Head: x2, Body: x1
Damage Dealt: Rifle	5,200
Damage Dealt: Grenade	2,600

## The Man on Fire

Prologue aside, your only real encounter with the Man on Fire occurs during Mission 20. See page 134 for a full guide to the battle.

### Overall Stats

HEALTH	DEFENSE	STAMINA
∞	∞	∞

### Body Parts

PART	EFFECT
Head	
Body	Absorbs all forms of damage.

### The Man on Fire's Attacks

NAME	BASE DAMAGE
Fireball	2,200
Fire Pillar	2,700
Counterattack (Explosion)	3,000
Counterattack (Projectile)	3,500
Grab Attack	Instant Death
Environmental Burns	250

## Eli

You fight Eli during Mission 23, then again in a shorter encounter during Side Op 113. You can find a complete breakdown of this boss battle on page 142. Here we offer additional stats and details that are not visible in the game.

### Overall Stats

HEALTH	DEFENSE	STAMINA
		25,000

### Body Parts

PART	EFFECT
Head	x2.3
Body	x0.5

### Eli's Attacks

NAME	BASE DAMAGE
Stab	2,700
Jump Attack	2,900
Combo 1 (swing down)	1,200
Combo 2 (swipe)	1,500
Thrown Weapon	2,700
Thrown Bottle	1,000
Petrol Bomb	2,500
Kick	1,000

## Sahelanthropus

After a limited encounter at the conclusion of Mission 12, you fight Sahelanthropus twice: first during Mission 31, with an Extreme rematch in Mission 50. You can find detailed strategies on pages 164 and 200, but the following tables offer additional details, stats and insights.

### Overall Stats

MISSION	DURABILITY	DEFENSE	STAMINA
Mission 12	25,000	Weak point: 20,000	-
Mission 31	34,500	All other body parts:	-
Mission 50	44,880	60,000	-

### Body Parts

PART	DURABILITY (STANDARD)	DURABILITY (EXTREME)	NOTES
Head	3,000	3,500	Destroying it completes a Mission Task in Missions 31 and 50.
Body	12,000	12,000	
Weak point	-	-	Damage inflicted to the weak point is multiplied by three; revealed when Sahelanthropus screams, attacks with the whip saber, and launches missiles at the helicopter.
Left arm	840	900	Destroying arms increases the preparation time of the whip saber attack.
Right arm	840	900	
Left thigh	840	900	Destroying the thighs reduces the amount of missiles fired.
Right thigh	840	900	
Left shin	840	900	
Right shin	840	900	
Railgun	1,200	1,400	Destroying it reduces the power of the laser attack.
Radome	840	900	Destroying this greatly reduces the accuracy of homing missiles.
Flamethrower	840	900	Destroying this prevents the flamethrower attack.
Back	840	900	Destroying this reduces the number of missiles fired from the back.
Compressors (x4)	96	96	Destroying these causes severe damage to Sahelanthropus.

### Sahelanthropus' Attacks

NAME	BASE DAMAGE	NAME	BASE DAMAGE
Stomping	3,000	Flamethrower	400
Jump attack	3,500	Laser	6,000
Machine gun	250	Whip Saber	3,000
Punch	2,800	Rock spike	3,500
Thigh missile	1,000	Rock explosion	1,600
Back missile	1,500	Transmission tower collapsing	3,500
Grenade	3,500		

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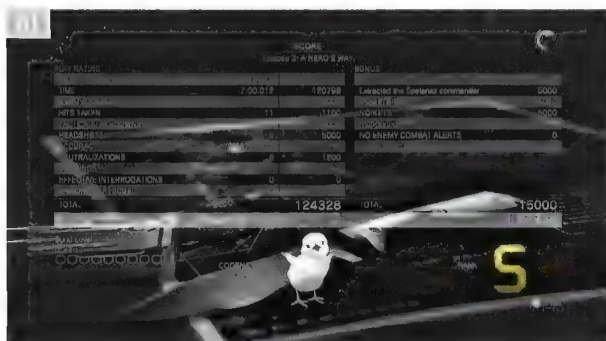


# [🏆] SCORE SYSTEM

## Score Calculation

With the exception of Missions 02, 22 and 43, you obtain a score at the end of every main story episode. This functions as a broad evaluation of your performance. Don't be disheartened if your scores are rather low during your debut run through each mission. The system is at its most generous when you combine speed and stealth, which is something that you will rarely accomplish on a first playthrough. Later, you'll find that there are also other ways to shine.

The score screen that appears after you complete a mission breaks down your score in over twenty different categories, awarding a "rank" in accordance with the total figure [01]. The rank you obtain is determined by fixed point thresholds, as shown in the table below.



## Ranks

	RANK	GMP BONUS
130,000 +	S	20%
100,000 +	A	18%
60,000 +	B	20%
30,000 +	C	30%
10,000 +	D	45%
<10,000	E	100%

Obtaining high scores leads to bonus GMP payments, which are a percentage of your total points. For example, scoring precisely 130,000 points in any mission will reward you with an extra 26,000 GMP (130,000 x 20%), which is added to the base reward for completing the mission: see the section on the Balance of Payments for details.

Your overall score is the sum of the points you earn through your Play Rating and various Bonuses, as detailed in the corresponding tables.

## Play Rating

	SCORE VALUE	NOTES
<b>Time</b>	Variable	Each mission awards points for completion time. The faster you are, the more points you earn.
<b>Enemy Combat Alerts</b>	-5,000	This penalty applies every time you trigger Combat Status.
<b>Hits Taken</b>	-100	This penalty applies every time you are hit (each individual bullet, explosion, vehicle collision, and so forth).
<b>Tactical Takedowns</b>	+1,000	This bonus applies for every target that you neutralize with any of the following methods: <ul style="list-style-type: none"> <li>■ CQC (including choking)</li> <li>■ Prosthetic Arm (Bionic Arm, Rocket Arm, Stun Arm)</li> <li>■ Hold up</li> </ul> First-attempt headshot made from outside a weapon's effective range
<b>Headshots</b>	+1,000	This bonus applies for every target that you neutralize with a headshot.
<b>Accuracy</b>	Exponential	This bonus is calculated based on the ratio of your shots that hit home in relation to the overall amount of shots taken. The more enemies you hit and the greater your accuracy, the more points you receive. Accuracy values above 100% (achieved by hitting more than one target with a single shot, such as a sniper rifle piercing one soldier to hit another behind) can lead to substantial bonuses.
<b>Neutralizations</b>	+200	This bonus applies for every target that you neutralize with any method. Possible targets include standard soldiers, puppet soldiers, child soldiers, all bosses, enemy vehicles, Walker Gears, gunships, cameras, UAVs.
<b>Markings</b>	+30	This bonus applies for every soldier and prisoner that you mark (temporary marks made by Buddies do not count).
<b>Effective Interrogations</b>	+150	This bonus applies for every piece of information that you obtain while interrogating enemies.
<b>Prisoners Rescued</b>	+5,000	This bonus applies for every prisoner that you extract.

## Bonuses

	SCORE VALUE	NOTES
<b>Bonus Mission Task</b>	Per mission	Each mission features two optional Mission Tasks that provide a unique score bonus when completed.
<b>No Retries*</b>	+5,000	This bonus applies when you complete a mission without returning to a single checkpoint.
<b>No Kills</b>	+5,000	This bonus applies when you complete a mission without killing a single enemy. Fulton extractions that fail (including those of critically wounded enemies) do not count as kills.
<b>No Reflex</b>	+10,000	This bonus applies when you complete a mission without triggering Reflex Mode.
<b>No Enemy Combat Alerts*</b>	+5,000	This bonus applies when you complete a mission without triggering Combat Status.
<b>Perfect Stealth, No Kills*</b>	+20,000	This bonus applies when you complete a mission while meeting the following conditions: <ul style="list-style-type: none"> <li>■ No kills (failed extractions of a critically wounded target do not count as kills)</li> <li>■ No Combat Status (triggering Alert Status is fine)</li> <li>■ No Reflex Mode</li> </ul>
<b>No Traces*</b>	+100,000	This highly demanding, "exemplary stealth" bonus is awarded when you meet the following conditions while completing a mission: <ul style="list-style-type: none"> <li>■ No kills</li> <li>■ No Alert Status (simple suspicions are fine)</li> <li>■ No Reflex Mode</li> <li>■ Do not press the trigger with any weapon (applies to primary, secondary and support weapons); aiming a weapon is fine, you simply cannot open fire</li> <li>■ No CQC (applies to combos, throws, and restrain)</li> <li>■ No kicking</li> <li>■ No attacks while controlling a vehicle or Walker Gear</li> <li>■ No Buddy attacks</li> <li>■ No supply drop requested</li> <li>■ Never reappear if you use a cardboard box</li> <li>■ No score-limiting techniques (see "Rank-Restricting Actions" table)</li> </ul>

\* These bonuses are multiplied by a hidden "mission length factor", which we reveal overleaf. For example, completing Mission 01 with the No Retries bonus rewards you with the base 5,000 bonus multiplied by 1.2 (5,000 x 1.2 = 6,000).





## Rank-Restricting Actions\*

Item	ITEM/FEATURE
Stealth Camouflage	
Uniform	Parasite Suit (Camouflage) Infinity Bandana
Mother Base Support	Fire Support (all types) Support Helicopter (attack mode)
D-Walker	Fulton extraction ballista
Special	Chicken Hat

\* Use of any of these features and functions restricts your maximum grade to an A rank for the mission in progress.

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## Balance of Payments

The screen you reach right after the score page shows you your balance of payments – your net GMP gains or losses. This balance corresponds to the difference between your revenue and your expenses in the mission, as detailed in the following table.

### Balance of Payments

CATEGORY	CRITERION	NOTES
Revenue	<b>Mission Clear Reward</b>	The base GMP reward offered the first time you play a mission (see overleaf). This value is divided by two every time you replay a mission.
	<b>Performance Reward</b>	This GMP bonus reward is a percentage of your score, with the exact percentage determined by your final rank. The higher your rank, the more you earn, which can make the “farming” of certain missions an efficient method to accrue funds.
	<b>Rough Diamonds</b>	Overall value of the rough diamonds collected during the mission.
	<b>Animals Rescued</b>	Overall value of the animals extracted during the mission.
	<b>Battery Power</b>	Overall value of the battery power remaining when you complete the mission.
Expenses	<b>Deployment Cost</b>	Overall value of the equipment you deployed with.
	<b>Support Cost</b>	Overall value of your spending during the mission (Fulton extractions, supply drops, and so forth).

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Your principal source of revenue when you complete a mission for the first time is the “Mission Clear Rewards”. On every further replay of a mission you’ve already completed, this sum is divided by two, meaning that it is not possible to “farm” money indefinitely via this method alone. Certain missions can be completed very quickly with an S rank, though, so playing them several times will still net you hefty sums through Performance Rewards.

### “Farmable” Missions

MISSION	RANK GMP REWARD	NOTES	DETAILS
08	120,000	From the western mission start point, sprint to the position by an empty house to trigger the departure of the convoy. When the first tank is right next to you, sprint out of cover and Fulton extract it, then do the same with the truck and the second tank and leave the hot zone. The balloon Fulton is highly recommended; the Wormhole device makes this harder to achieve.	Page 198
04	100,000	Once you have destroyed the local anti-air radar dish, you can choose the landing zone directly inside the base before you begin the mission. Destroy the three antennas with the chopper’s gatling gun for the easiest possible S rank.	Page 66
33	300,000		
11	130,000	You can defeat Quiet with an S rank in a minute or two by ordering supply drops to fall on her head after marking her.	Page 90
14	150,000	Rush to the Viscount’s starting position, then Fulton him and sprint to the edge of the hot zone to the north.	Page 108
15	150,000	Once you destroy the anti-air radar dish, you can select the Ditadi Abandoned Village landing zone and take out all four Walker Gears with the chopper’s fixed gatling gun.	Page 110
21	170,000		
47	680,000	Sprint to the entrance on the north perimeter, then snipe the CFA Official through the window and leave the area.	Page 194

In the late game, once you have developed very advanced weapons and gear, be aware that deployment costs and support costs are far from negligible, as only unused consumables are reimbursed after each sortie. All non-consumable items that you take with you (including firearms), and all supply drops lead to a net loss. This can cause you to end missions with a negative Balance of Payments – that is, the assignment will actually cost money to complete. To avoid unnecessary expenditure, try to be as efficient as you can while at the Sortie Prep screen, selecting only (but all of) the weapons and items that you will *actually* need on the field.



## Obtaining S Ranks

There are many ways to secure S ranks in every single mission in the game. The most reliable approaches are as follows:

- **Speed:** Completing missions quickly is often the easiest way to secure S ranks. As a general rule, high score attempts are much easier if you concentrate on mandatory Mission Tasks and ignore all optional challenges. The "Time-Based Ranks" table lists the time you need to achieve to secure an S rank through speed alone.
- **Mission Tasks:** There are two Mission Tasks per mission that offer a Score bonus when you complete them. For most missions, these bonuses are not particularly high. However, there are certain instances (particularly encounters with the Skulls, and the assignments that challenge you to deal with multiple vehicles) where you can earn significant score rewards. These potentially reduce the pressure to secure a fast completion time. Study the "Mission Task Bonuses" table for details.
- **Pure Stealth (Advanced):** If you secure the "Perfect Stealth, No Kills" bonus, you will also automatically obtain related bonuses (No Enemy Combat Alerts, No Reflex, No Kills). With a moderately fast completion time, these bonuses will consistently lead to S ranks. The rare and difficult No Traces bonus (the sole preserve of expert players who know missions by heart) effectively guarantees a final score in excess of 130,000.
- **Accuracy (Advanced):** If you neutralize a few dozen troops with headshots and maintain a 100% accuracy rating at all times (or even higher with sniper rifle trickshots that hit more than one target with a single shot), you can secure a massive score bonus.



## Time-Based Ranks

MISSION	TIME (MIN:SEC)						BASE GMP REWARD	LENGTH FACTOR
	S	A	B	C	D	E		
00	30:00	75:00	90:00	173:00	245:00	339:00	-	x3.00
01	12:00	23:00	39:30	98:48	130:36	195:54	80,000	x1.20
02	-	-	-	-	-	-	-	x1.00
03	10:00	11:00	12:30	26:00	37:00	55:30	90,000	x1.00
04	8:00	9:36	12:00	27:24	38:48	58:12	100,000	x1.00
05	16:00	16:48	18:00	33:00	46:00	69:00	100,000	x1.60
06	28:40	32:30	37:30	42:12	51:24	77:06	110,000	x2.87
07	16:00	16:36	17:30	31:36	44:12	66:18	110,000	x1.60
08	10:00	13:00	17:30	40:00	55:00	82:30	120,000	x1.00
09	12:00	16:00	22:00	49:48	67:36	101:24	120,000	x1.20
10	20:00	21:00	23:00	25:00	27:30	30:00	130,000	x2.00
11	10:00	14:24	21:00	49:48	67:36	101:24	130,000	x1.00
12	22:00	22:36	23:30	40:00	55:00	82:30	130,000	x2.20
13	16:00	22:48	33:00	75:00	100:00	150:00	150,000	x1.60
14	8:00	11:12	16:00	38:36	53:12	79:48	150,000	x1.00
15	12:00	13:12	15:00	30:12	42:24	63:36	150,000	x1.20
16	16:00	17:00	18:30	34:24	47:48	71:42	170,000	x1.60
17	10:00	10:48	12:00	24:36	35:12	52:48	170,000	x1.00
18	10:00	10:24	11:00	21:48	31:36	47:24	170,000	x1.00
19	15:00	30:00	49:00	125:24	164:48	247:12	170,000	x1.50
20	14:00	15:48	18:30	37:12	51:24	77:06	170,000	x1.40
21	10:00	13:00	17:30	40:00	55:00	82:30	170,000	x1.00
22	-	-	-	-	-	-	190,000	x1.00
23	14:00	14:24	15:00	27:24	38:48	58:12	190,000	x1.40
24	10:00	12:12	15:30	34:24	47:48	71:42	190,000	x1.00
25	6:00	7:12	9:00	21:48	31:36	47:24	190,000	x1.00
26	8:00	11:24	16:30	40:00	55:00	82:30	190,000	x1.00
27	8:00	8:36	9:30	20:24	29:48	44:42	190,000	x1.00
28	25:00	27:30	30:00	35:00	40:00	50:00	210,000	x2.50
29	9:00	10:00	11:30	13:00	15:00	30:00	210,000	x1.00
30	12:00	12:24	13:00	24:36	35:12	52:48	210,000	x1.20
31	10:00	12:00	15:00	33:00	46:00	69:00	210,000	x1.00
32	10:00	13:12	18:00	41:24	56:48	85:12	210,000	x1.00
33	20:00	25:00	32:30	68:00	91:00	136:30	300,000	x2.00
34	20:00	21:00	23:00	25:00	27:30	30:00	420,000	x2.00
35	10:00	11:24	13:30	28:48	40:36	60:54	250,000	x1.00
36	12:00	13:12	15:00	30:12	42:24	63:36	500,000	x1.20
37	16:00	17:00	18:30	34:24	47:48	71:42	500,000	x1.60
38	6:00	6:24	7:00	16:12	24:24	36:36	260,000	x1.00
39	16:00	16:08	18:00	33:00	46:00	69:00	400,000	x1.60
40	10:00	14:24	21:00	49:48	67:36	101:24	530,000	x1.00
41	16:00	16:36	17:30	31:24	44:12	66:18	280,000	x1.60
42	14:00	13:20	14:20	16:20	18:20	33:20	600,000	x1.40
43	12:00	13:24	15:30	31:36	44:12	66:18	300,000	x1.20
44	16:00	22:48	33:00	75:00	100:00	150:00	600,000	x1.60
45	20:00	20:12	20:30	34:24	47:48	71:42	600,000	x2.00
46	28:00	31:24	36:30	68:00	91:00	136:30	-	x2.80
47	10:00	13:00	17:30	40:00	55:00	82:30	680,000	x1.00
48	25:00	27:30	30:00	51:30	94:00	136:30	680,000	x2.50
49	10:00	13:00	17:30	40:00	55:00	82:30	680,000	x1.00
50	10:00	12:00	15:00	33:00	46:00	69:00	820,000	x1.00



# Mission Task Bonuses

#	MISSION TASK	SCORE BONUS	MISSION TASK	SCORE BONUS	SEE PAGE
00	Complete the mission without triggering Reflex Mode.	5,000	Complete the mission without allowing the Man on Fire to attack even once after meeting up with Ocelot.	5,000	56
01	Extract the commander from Wakh Sind Barracks.	5,000	Complete the mission without being discovered by the Skulls.	5,000	58
02	-	-	-	-	63
03	Neutralize the Spetsnaz Commander from a distance of over 100m.	5,000	Extract the Spetsnaz Commander.	5,000	64
04	Secure the rough diamonds hidden near the Eastern Communications Post.	5,000	Destroy the transmitter at the Eastern Communications Post.	5,000	66
05	Fulton extract the engineer through the hole in the facility's basement ceiling.	5,000	Extract the prisoner plotting to escape from Wakh Sind Barracks.	5,000	68
		1/4:5,000 2/4:15,000 3/4:30,000 4/4:50,000		1/8:1,000 2/8:2,000 3/8:4,000 4/8:6,000 5/8:9,000 6/8:12,000 7/8:15,000 8/8:20,000	
06	Eliminate the Skulls (bonus varies depending on number of Skulls eliminated).		Secure the Honey Bee with its ammunition intact (bonus varies depending on the remaining ammunition).		70
07	Extract the commander and all soldiers riding in his vehicle.	5,000	Extract all three commanders.	5,000	76
08	Extract the colonel.	5,000	Eliminate the colonel and all tanks before they reach Smasei Fort.	5,000	78
		2/11:5,000 3/11:10,000 4/11:15,000 5/11:25,000 6/11:35,000 7/11:50,000 8/11:70,000 9/11:90,000 10/11:120,000 11/11:160,000			
09	Eliminate multiple fighting vehicles or gunships (bonus varies depending on total vehicles eliminated).		Eliminate all armored vehicles without receiving a resupply or fire support.	5,000	80
10	Extract the armored escort vehicle.	5,000	Extract the three prisoners held at Lamar Khaate Palace.	5,000	82
11	Neutralize Quiet without hitting her with lethal weapons.	5,000	Neutralize Quiet with non-firearm attacks.	5,000	90
12	Extract three Walker Gears from Central Base Camp.	5,000	Extract Dr. Emmerich without him taking damage.	5,000	94
13	Extracted four child soldiers being trained at Masa Village.	5,000	Exfiltrate the hot zone before Mfinda Oilfield is sealed off.	5,000	102
14	Pinpoint the locations of the four prisoners from an intel file.	5,000	Extract three prisoners held at Kiziba Camp.	5,000	108
15	Extract two prisoners held at Ditadi Abandoned Village.	5,000	Extract all Walker Gears.	5,000	110
		1/4:5,000 2/4:15,000 3/4:30,000 4/4:50,000			
16	Eliminate the Skulls (bonus varies depending on number of Skulls eliminated).		Extract the transport truck driver.	5,000	112
17	Extract two CFA officials.	5,000	Extract the prisoner held at Kiziba Camp.	5,000	118
18	Extract the former rebel Mbele soldier.	5,000	Complete the mission by extracting five child soldiers without the enemy discovering their escape.	5,000	120
19	Extract the Major.	5,000	Extract the Major's subordinate.	5,000	126
20	Successfully hit the Floating Boy with an attack.	5,000	Fight off the Man on Fire.	5,000	128
21	Extract the CFA official.	5,000	Extract the arms dealer.	5,000	136
22	-	-	-	-	138
23	Extract the prisoner held at Masa Village.	5,000	Extract the White Mamba without giving him the opportunity to resist.	5,000	140
24	Extract six Nubian goats near Ngumba Industrial Zone, SW Guard Post.	5,000	Extract two four-wheel drives.	5,000	144
25	Extract the prisoner who escapes from Munoko ya Nioka Station, NE guard post.	5,000	Extract 12 child soldiers.	5,000	146
26	Eliminate the trafficker before he reaches Kiziba Camp.	5,000	Extract the trafficker and five escort soldiers.	5,000	150
27	Extract the Intel Team member before he is involved in an accident.	5,000	Exfiltrate the hot zone with the Intel Team member by land.	5,000	152
		1/4:5,000 2/4:15,000 3/4:30,000 4/4:50,000			
28	Extract Code Talker without him taking damage.	5,000	Eliminate the Skulls (bonus increases in accordance with the number of Skulls eliminated).		154
		1/4:3,000 2/4:8,000 3/4:15,000 4/4:25,000			
29	Complete the mission without being grabbed by a puppet soldier.	5,000	Extract the Skulls (bonus varies depending on number of Skulls extracted).		158
30	Extract four Walker Gears.	5,000	Obtain the cassette tape at OKB Zero.	5,000	162
31	Destroy the head of Sahelanthropus.	5,000	Successfully hit the Floating Boy with an attack.	5,000	164
32	Extract the CIA agent before his discovery by the research team.	5,000	Extract four search team soldiers.	5,000	166
33	Secure the rough diamonds hidden near the Eastern Communications Post.	5,000	Destroy the transmitter at the Eastern Communications Post.	5,000	168
		2/11:5,000 3/11:10,000 4/11:15,000 5/11:25,000 6/11:35,000 7/11:50,000 8/11:70,000 9/11:90,000 10/11:120,000 11/11:160,000			
34	Eliminate multiple fighting vehicles or gunships (bonus varies depending on number eliminated).		Eliminate all armored vehicles without receiving a resupply or fire support.	5,000	170
35	Complete the mission by riding a Fulton extracted container out of the hot zone.	5,000	Complete the mission without the enemy discovering the container extraction.	5,000	172
36	Extract two prisoners held at Ditadi Abandoned Village.	5,000	Extract all Walker Gears.	5,000	174
		1/4:5,000 2/4:15,000 3/4:30,000 4/4:50,000			
37	Eliminate the Skulls (bonus varies depending on number of Skulls eliminated).		Extract the transport truck driver.	5,000	176
38	Capture Spugmay Keep.	5,000	Secure the film canister before reinforcements arrive.	5,000	178
39	Fulton extract the engineer through the hole in the facility's basement ceiling.	5,000	Extract the prisoner plotting to escape from Wakh Sind Barracks.	5,000	180
40	Neutralize Quiet without hitting her with lethal weapons.	5,000	Neutralize Quiet with non-firearm attacks.	5,000	182
41	Extract two tanks and two armored vehicles.	5,000	Extract the armored column's commander.	5,000	184
		1/4:3,000 2/4:8,000 3/4:15,000 4/4:25,000			
42	Complete the mission without being grabbed by a puppet soldier.	5,000	Extract the Skulls (bonus varies depending on number of Skulls extracted).		186
43	-	-	-	-	189
44	Extract four child soldiers being trained at Masa Village.	5,000	Exfiltrate the hot zone before Mfinda Oilfield is sealed off.	5,000	190
45	Extract seven tanks and seven armored vehicles.	5,000	Complete the mission without Quiet taking damage.	5,000	192
46	Secret mission.	5,000	Secret mission.	5,000	324
47	Extract the CFA official.	5,000	Extract the arms dealer.	5,000	194
		1/4:5,000 2/4:15,000 3/4:30,000 4/4:50,000			
48	Extract Code Talker without him taking damage.	5,000	Eliminate the Skulls (bonus varies depending on number of Skulls eliminated).		196
49	Extract the colonel.	5,000	Eliminate the colonel and all tanks before they reach Smasei Fort.	5,000	198
50	Destroy the head of Sahelanthropus.	5,000	Successfully hit the Floating Boy with an attack.	5,000	200

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# [ ! ] HEROISM & DEMON VALUES

As you will by now have deduced, your Heroism score is increased by performing noteworthy deeds. Completing missions (especially with high scores), rescuing prisoners and sending animals to the Conservation Platform are all actions that lead to regular Heroism increments, though there actually dozens of different ways to secure these points. Conversely, when your performance does not live up to the exacting standards expected of the legendary Big Boss, you incur Heroism reductions. Your current Heroism total is documented in the bottom-right corner of any iDroid screen.

What you might *not* know is that a hidden "Demon" value acts as a running tally of your most callous and unconscionable acts. Though your current total is never directly revealed as a figure, the effects of passing certain Demon point milestones will cause Big Boss to undergo disturbing physical transformations.

## Heroism Points & "Hero" Status

Once you exceed the 150,000 Heroism mark, your character becomes a "**Hero**". This has a variety of benefits. Firstly, it immediately rewards you with a Trophy/Achievement if you have also completed Mission 31 (which is likely), in addition to other rewards. Secondly, it enables you to infiltrate all rival FOBs, including those owned by players who have developed a nuclear weapon deterrent. However, you should note that you will lose your Hero status if your current Heroism score falls below 100,000 points.

## Demon Points & "Demon Snake" Status

The length of the horn-like shrapnel protruding from Big Boss's forehead is determined by the hidden Demon value. There are three possible sizes, each corresponding to a specific Demon point milestone.

### Horn Thresholds

THRESHOLD	SHORT HORN	MEDIUM HORN	LONG HORN (DEMON SNAKE)
Default	<25,000	25,000-50,000	>50,000
1st Change	<40,000	40,000-80,000	>80,000
2nd Change	<55,000	55,000-110,000	>110,000
3rd Change	<70,000	70,000-140,000	>140,000
4th and Beyond	<85,000	85,000-170,000	>170,000

Whenever you hit the "long horn" milestone, Big Boss becomes "**Demon Snake**". At this point, his outfit is permanently soaked in blood, which cannot be washed away if you shower or attempt to bathe in rivers and pools. Even a change of clothes will not remove these perpetual stains (though an exception is made for the special Solid Snake, Cyborg Ninja and Raiden costumes that you can obtain as late-game unlocks).

You will lose the Demon Snake status by performing actions that lead to Demon point reductions that move you back into the "Medium Horn" category. Whenever you transfer between levels – from medium size to small size, or from long size to medium size – all thresholds will increase, as revealed in the table to the right.

## Nukes

Of all the actions that adjust your Heroism and Demon totals, developing a nuclear weapon has perhaps the most profound consequences. The moment that the manufacturing process is complete, your Heroism score is reduced by -50,000 points, and your Demon value increases by +50,000 points. For many players, the latter penalty will instantly transform Big Boss into Demon Snake. You should therefore think very, *very* carefully before you commit to researching a nuke.

## Heroism & Demon Value Variations

ACTION	TYPE	HEROISM VALUE	DEMON VALUE
Unlock the "Accomplished" Trophy/Achievement.	Once only	+10,000	-
Unlock the "Executed" Trophy/Achievement.	Once only	+30,000	-
Unlock the "Elite" Trophy/Achievement.	Once only	+50,000	-
Unlock the "Cleared" Trophy/Achievement.	Once only	+5,000	-5,000
Unlock the "Achieved" Trophy/Achievement.	Once only	+30,000	-
Unlock the "Deployment" Trophy/Achievement.	Once only	+30,000	-
Unlock the "Cry Havoc" Trophy/Achievement.	Once only	+1,000	-1,000
Unlock the "Speechless" Trophy/Achievement.	Once only	+1,000	-1,000
Unlock the "Trusty Steed" Trophy/Achievement.	Once only	+5,000	-5,000
Unlock the "Man's Best Friend" Trophy/Achievement.	Once only	+5,000	-5,000
Unlock the "War Buddy" Trophy/Achievement.	Once only	+5,000	-5,000
Unlock the "Army" Trophy/Achievement.	Once only	+50,000	-
Unlock the "Locked and Loaded" Trophy/Achievement.	Once only	+50,000	-
Unlock the "Architect" Trophy/Achievement.	Once only	+5,000	-
Unlock the "Conservation" Trophy/Achievement.	Once only	+10,000	-10,000
Unlock the "Collector" Trophy/Achievement.	Once only	+30,000	-
Unlock the "Reminiscence" Trophy/Achievement.	Once only	+5,000	-5,000
Unlock the "Hero" Trophy/Achievement.	Once only	+30,000	-
Complete a mission with an S rank.	Repeatable	+1,800	-
Complete a mission with an A rank.	Repeatable	+800	-
Complete a mission with a B rank.	Repeatable	+400	-
Complete a mission with a C rank.	Repeatable	+200	-
Complete a mission with a D rank.	Repeatable	+100	-
Complete a mission with an E rank.	Repeatable	+50	-
Abort a mission.	Repeatable	-50	-
Complete a side op (depending on its difficulty).	Repeatable	+100 to 500	-
Complete a Dispatch Mission against rank S/S+ / S++ enemies.	Repeatable	+500	-
Complete a Dispatch Mission against rank A++ enemies.	Repeatable	+400	-
Complete a Dispatch Mission against rank A/A+ enemies.	Repeatable	+300	-
Complete a Dispatch Mission against rank C/B enemies.	Repeatable	+200	-
Complete a Dispatch Mission against rank E/D enemies.	Repeatable	+100	-
Fail a Dispatch Mission.	Repeatable	-30	-
Build a Command Platform.	Repeatable	+500	-
Build a Platform of any type other than Command.	Repeatable	+300	-





## Heroism & Demon Value Variations (continued)

ACTION	TYPE	HEROISM VALUE	DEMON VALUE
Build your first FOB.	Once only	+1,000	-
Build your second FOB.	Once only	+2,000	-
Build all FOB platforms.	Repeatable	+5,000	-
Reach Lv. 99 with a team or unit (once per team or unit).	Once only	+3,000	-
Develop all weapons in a category: handguns, submachine guns, assault rifles, shotguns, grenade launchers, sniper rifles, machine guns, rocket launchers, support weapons.	Once only (per category)	+5,000	-
Develop all items.	Once only	+5,000	-
Develop all tools.	Once only	+5,000	-
Develop all prosthetic arms.	Once only	+5,000	-
Develop all uniforms.	Once only	+5,000	-
Develop all support helicopter armament.	Once only	+5,000	-
Develop all equipment for Quiet.	Once only	+5,000	-
Develop all equipment for D-Dog.	Once only	+5,000	-
Develop all equipment for D-Horse.	Once only	+5,000	-
Develop all armament for D-Walker.	Once only	+5,000	-
Develop all security devices.	Once only	+5,000	-
Develop a nuclear weapon.	Repeatable	-50,000	+50,000
Dispose of a nuclear weapon.	Repeatable	+1,000	-1,000
Dispose of ten nuclear weapons.	Repeatable	+30,000	-30,000
A Diamond Dog member dies.	Repeatable	-30	-
A Diamond Dog member leaves.	Repeatable	-10	-
Win an FOB infiltration mission.	Repeatable	+500	-
Lose an FOB infiltration mission.	Repeatable	-50	-
Be detected during an FOB infiltration mission.	Repeatable	-10	-
Be detected as a hero during an FOB infiltration mission.	Repeatable	-100	-
Lose an FOB infiltration mission and be Fulton extracted by your rival.	Repeatable	-500	-
Win an FOB defense mission.	Repeatable	+300	-
Win an FOB defense mission by making the infiltrator abort.	Repeatable	+100	-
Lose an FOB defense mission.	Repeatable	-30	-
Detect the infiltrator during an FOB defense mission.	Repeatable	+10	-
Win an FOB defense mission and Fulton extract the infiltrator.	Repeatable	+50	-50
Win an FOB defense mission by killing the infiltrator.	Repeatable	-	+60
Win an FOB infiltration mission (training).	Repeatable	+50	-
Win an FOB defense mission (training) by eliminating the infiltrator.	Repeatable	+30	-
Win an FOB defense mission (training) by making the infiltrator abort.	Repeatable	+10	-
Win an FOB infiltration mission where you take revenge on a rival who infiltrated the base of a friend that you backed up.	Repeatable	+500	-
Win an FOB defense mission where you provide backup to a friend.	Repeatable	+300	-
Win an FOB infiltration mission and retrieve what was stolen from you.	Repeatable	+60	-
Kill an enemy staff member during an FOB infiltration mission.	Repeatable	-20	+60
Kill an enemy staff member with fire damage during an FOB infiltration mission.	Repeatable	-40	+120
The enemy incapacitates you during an FOB infiltration mission.	Repeatable	-50	-
Fulton extract a critically wounded staff member.	Repeatable	+60	60
Visit the FOB of a user you backed up and steal or destroy a gun emplacement or mortar.	Repeatable	-10	+10
Visit the FOB of a user you backed up and steal or destroy an anti-air canon.	Repeatable	-30	+30
Visit the FOB of a user you backed up and steal or kill a staff member.	Repeatable	-60	+60
Visit the FOB of a user you backed up and steal a container.	Repeatable	-30	+30
A player that you backed up finds out that you stole/destroyed/killed resources or staff.	Repeatable	-500	-
Capture an outpost.	Repeatable	+300	-

ACTION	TYPE	HEROISM VALUE	DEMON VALUE
Capture a guard post.	Repeatable	+30	-
Hold up an enemy.	Repeatable	+5	-
Interrogate an enemy.	Repeatable	+5	-
Sustain a severe injury.	Repeatable	-10	-
Trigger a Combat Status.	Repeatable	-10	-
An enemy or animal grabs you.	Repeatable	-5	-
Collect a mine planted by an enemy.	Repeatable	+30	-
Extract a Diamond Dogs staff member via helicopter (possible during Missions 17, 22 and 27).	Repeatable	+120	-120
Fulton extract a Diamond Dogs staff member (possible during Missions 17, 22 and 27).	Repeatable	+60	-60
Extract a VIP (Miller, Emmerich, Code Talker) or a prisoner via helicopter.	Repeatable	+120	-120
Fulton extract a prisoner.	Repeatable	+60	-60
Extract a child via helicopter (includes Eli).	Repeatable	+240	-240
Fulton extract a child.	Repeatable	+120	-120
Extract a puppet soldier (includes Wandering Mother Base Soldiers) via helicopter.	Repeatable	+60	-60
Fulton extract a puppet soldier (includes Wandering Mother Base Soldiers).	Repeatable	+30	-30
Extract an enemy soldier via helicopter.	Repeatable	-	-30
Extract a critically wounded enemy soldier via helicopter.	Repeatable	+60	-60
Fulton extract a critically wounded enemy soldier.	Repeatable	+30	-30
Extract Quiet via helicopter (Missions 11 & 40).	Repeatable	+60	-60
Fulton extract a Skull.	Repeatable	+30	-30
Fulton extract a very rare or extremely rare animal.	Repeatable	+120	-120
Fulton extract a rare animal.	Repeatable	+60	-60
Fulton extract a common animal.	Repeatable	+30	-30
Catch a very rare or extremely rare animal with a Capture Cage.	Repeatable	+80	-
Catch a rare animal with a Capture Cage.	Repeatable	+40	-
Catch a common animal with a Capture Cage.	Repeatable	+20	-
Visit the Animal Conservation Platform.	Repeatable	-	-300
Destroy a mine planted by an enemy.	Repeatable	+30	-
Destroy a Decoy planted by an enemy.	Repeatable	+5	-
Destroy a support helicopter.	Repeatable	-60	+150
Critically wound D-Horse, D-Dog or Quiet.	Repeatable	-60	+150
Destroy D-Walker.	Repeatable	-30	+75
Kill a Diamond Dogs staff member.	Repeatable	-60	+180
Kill a Diamond Dogs staff member held hostage (possible during Mission 22).	Repeatable	-60	+90
Kill a prisoner.	Repeatable	-60	+100
Kill an enemy soldier (including puppet soldiers).	Repeatable	-	+60
Kill a critically wounded soldier.	Repeatable	-	+120
Failed Fulton extraction of an enemy soldier.	Repeatable	-	+60
Failed Fulton extraction of a prisoner.	Repeatable	-30	-
Failed Fulton extraction of an animal.	Repeatable	-	+20
Critically wound an enemy soldier (including puppet soldiers).	Repeatable	-	+30
Defeat a Skull.	Repeatable	-60	-
Kill an animal.	Repeatable	-	+20
Kill one of your Diamond Dogs with fire damage.	Repeatable	-90	-
Kill one of your Diamond Dogs held hostage with fire damage (possible during Mission 22).	Repeatable	-90	+180
Kill a prisoner with fire damage.	Repeatable	-90	+200
Kill an enemy soldier (including puppet soldiers) with fire damage.	Repeatable	-	+120
Kill an animal with fire damage.	Repeatable	-	+40
Your support helicopter is destroyed.	Repeatable	-30	-
D-Horse, D-Dog, or Quiet is critically wounded.	Repeatable	-30	-
D-Walker is destroyed.	Repeatable	-15	-
A prisoner or Diamond Dogs staff member dies.	Repeatable	-30	-
For each staff hostage that you lose if you abort Mission 22.	Repeatable	-30	+60

REFERENCE & ANALYSIS

HEROISM



# [ ] BUDDIES & HELICOPTER

As you progress in the main storyline, you can gradually unlock up to four Buddies. You can have one Buddy accompany you whenever you deploy in Afghanistan or Africa, though it is possible to swap between them during missions if you wish.

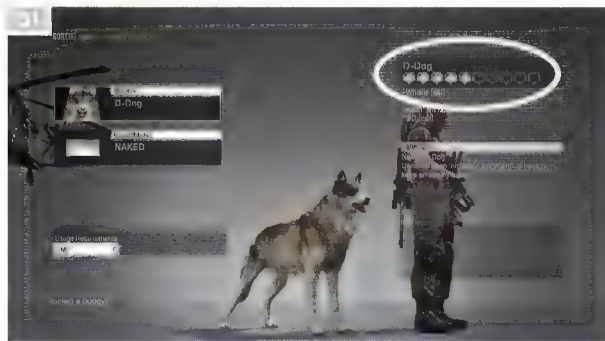
Your relationship with all Buddies (except for D-Walker) is referred to as "Bond". Your Bond with Buddies has a direct impact on their tactical capabilities and available equipment.

## Bond

The Bond value measures your current relationship with each Buddy at any given time. This value is a percentage, represented by a gauge that you can see while selecting a Buddy at the Aerial Command Center's Sortie Prep screen [ 01 ].

Each segment of the gauge corresponds to 10%. If you have three segments filled, it means that your current Bond with that Buddy is at 30%. If you have all ten segments filled, the Bond is at its maximum 100% level (which, incidentally, unlocks the option to customize the appearance of D-Horse and D-Dog).

There are a number of actions or events that can lead your Bond with each Buddy to change in real time, as listed in the table below and to the right.



## Bond Variations

	ACTION	VARIATION (%)
All	One of your thrown weapons (magazine, grenade, etc.) hits a Buddy.	-0.5
	You deal nonlethal damage to a Buddy.	-1
	You deal lethal damage to a Buddy.	-1.5
	You deal lethal damage to a Buddy with an explosion.	-2
	You take a Buddy with you when you deploy.	+2
	You dismiss or replace a Buddy.	-0.5
	You inflict fatal damage to a Buddy.	-10
	You exfiltrate a mission with your Buddy in the helicopter (impossible with D-Horse).	+1
	You develop a piece of equipment for a Buddy.	+2
	You ride D-Horse.	+1 every 36s

## Bond Variations (continued)

BUDDY	ACTION	VARIATION (%)
D-Dog	Watch a cutscene at Mother Base involving D-Dog.	+2
	Visit D-Dog (once per stay on Mother Base).	+0.5
	Convert a provisional marker from D-Dog into a permanent marker (up to ten times per mission/free-roaming sequence).	+0.3
	Clear a mine sensed by D-Dog (up to ten times per mission/free-roaming sequence).	+0.3
	Collect a medicinal plant sensed by D-Dog (up to ten times per mission/free-roaming sequence).	+0.3
	Whistle to call D-Dog or tell him to wait (up to five times per mission/free-roaming sequence).	+0.3
	Use the Keep 'Em Busy command (up to five times per mission/free-roaming sequence).	+0.3
	Have D-Dog kill an enemy with the "Do it (kill enemy)" command (up to five times per mission/free-roaming sequence).	+0.3
	Have D-Dog incapacitate an enemy with the "Do it (knock out enemy)" command (up to five times per mission/free-roaming sequence).	+0.3
	Have D-Dog critically wound an enemy with the "Do it (wound enemy)" command (up to five times per mission/free-roaming sequence).	+0.3
	Have D-Dog extract a soldier or animal with the "Get it" command (up to five times per mission/free-roaming sequence).	+0.3
	Have D-Dog bark (up to five times per mission/free-roaming sequence).	+0.3
	Use the command "DD" and D-Dog reacts (up to five times per mission/free-roaming sequence).	+0.3
	Pet D-Dog (up to five times per mission/free-roaming sequence).	+0.3
	D-Dog is critically wounded.	-2
	Stare at D-Dog in first-person view for at least five seconds while inside the ACC (once per visit).	+0.5
	Defeat Quiet with nonlethal weapons during Mission 11 (first time only).	+2
	Visit Quiet in her cell (once per stay on Mother Base).	+0.5
Quiet	Quiet is critically wounded.	-2
	Retrieve a supply drop ordered by Quiet (up to five times per mission/free-roaming sequence).	+0.5
	Quiet deals damage to an enemy who is about to detect you during Reflex Mode, or who shoots you (up to five times per mission/free-roaming sequence).	+0.5
	Quiet fires following a "Fire" or "Take Aim" command (up to ten times per mission/free-roaming sequence).	+0.5
	Use the command "Cover me"/"Cease cover" (up to five times per mission/free-roaming sequence).	+0.5
	Use the command "Quiet" and Quiet has a reaction (up to five times per mission/free-roaming sequence).	+0.5
	Quiet completes the reconnaissance of an outpost (up to three times per mission/free-roaming sequence).	+1
	Quiet completes the reconnaissance of a guard post (up to five times per mission/free-roaming sequence).	+0.5
	Stare at Quiet in first-person view for at least five seconds while aboard the ACC (once per visit).	+0.5

## Health & Stamina

Most Buddies have health and stamina points. These are not represented by gauges, so they are hard to monitor or judge accurately, but the values exist nonetheless and are adjusted in real time.

Every time a Buddy sustains lethal damage, the health value is lowered; every time a Buddy sustains nonlethal damage, the stamina value is lowered. If either value reaches zero, the Buddy in question is extracted automatically and will be unavailable for a short period of convalescence.

## Health & Stamina Points

	HEALTH	STAMINA
D-Horse	12,000	6,000
D-Dog	10,000	10,000
Quiet	20,000	5,000
D-Walker	3,800-7,250 (depending on chassis)	-
Helicopter	30,000 (+ bonus with armor)	-



## D-Horse



D-Horse is available after you complete the opening Prologue. His primary use is obviously to traverse large distances quickly, but he can also prove useful as a diversion when you need to stop enemy vehicles.

When his health or stamina value drops below 50%, D-Horse lies down on the ground until he is fully restored. You cannot ride him during his recovery process.

### D-Horse Skills

NAME	REQUIREMENTS	EFFECT
Stay back	-	D-Horse moves away from your current position.
Whistle	-	D-Horse comes to your current position.
Do it (defecate)	Bond: 50%	D-Horse defecates at your current position, which can cause light vehicles to slip.

REFERENCE & ANALYSIS

## D-Dog



D-Dog, most commonly referred to as DD, will join you early in the game if you follow these steps:

1. After completing Mission 02, a puppy appears near the deployment points of Missions 03, 04 and 05 [01]. If you roam freely on the map, the puppy appears approximately at the same positions: near Shago Village, the Eastern Communications Post, and Wakh Sind Barracks. Tranquilize, then Fulton recover, the puppy the moment you encounter him.
2. Return to Mother Base and watch the cutscene with Ocelot and the puppy.
3. After the cutscene, you need to complete six missions (replays count as well), including at least three from 07, 08, 09, and 10.
4. Return to Mother Base one more time and then leave to trigger a second cutscene with Ocelot and DD.

D-Dog's primary aptitude is his ability to detect points of interest on the battlefield. He will place a provisional marker on all soldiers, prisoners, animals, weapons and vehicles within a wide radius. He will also mark medicinal plants and mines on your iDroid map. In all infiltration missions, particularly those featuring prisoners that you need to locate and extract, DD is a formidable asset.



BUDDIES

### D-Dog Skills

NAME	REQUIREMENTS	EFFECT
Wait	-	D-Dog waits at the current position. The stronger your Bond, the farther you can go before the dog automatically starts following you again.
Whistle	-	Call D-Dog to your current position (only available when he's far away).
DD	-	Call D-Dog to your current position (never available at the same time as "Bark").
Bark	Bond: 25%	D-Dog barks to draw the attention of an enemy (never available at the same time as "DD").
Keep 'em busy	Equipment: Naked	D-Dog attacks the enemy at the center of the screen and keeps them busy for a while, long enough for you to intervene. If you don't incapacitate the target, D-Dog will eventually be repelled, and the soldier will raise the alert.
Do it (kill enemy)	Equipment: Sneaking (Knife)	D-Dog attacks the enemy at the center of the screen to kill him.
Do it (knock out enemy)	Equipment: Sneaking (Stun)	D-Dog attacks the enemy at the center of the screen to stun him.
Do it (wound enemy)	Equipment: Battle Dress	D-Dog attacks the enemy at the center of the screen to leave him critically wounded.
Get it	Equipment: Tactical (Fulton)	D-Dog Fulton recovers the closest human being or animal that can be extracted, using the same Fulton type as your current equipped model.



### D-Dog's Scouting Distances

BOND REQUIREMENTS	SCOUTING DISTANCE
<25%	60m
25-50%	80m
50-75%	100m
>75%	120m



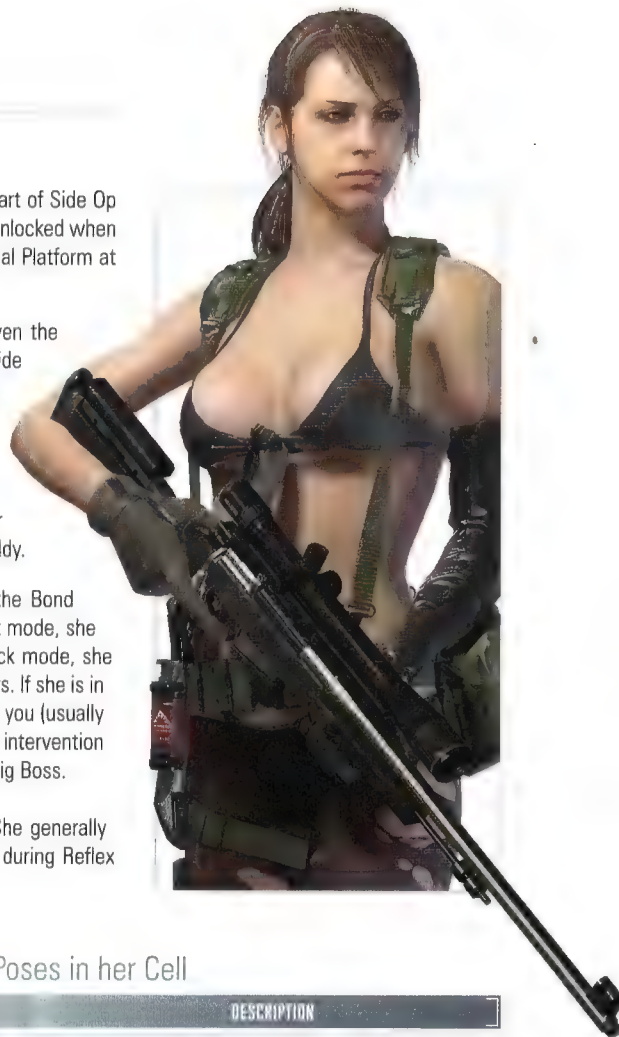
## Quiet

Quiet joins you after the following steps:

1. The first step is to trigger Mission 11, either on your way to rescue Emmerich as part of Side Op 82 (see page 88), or by heading to Aabe Shifap Ruins earlier. Mission 11 is actually unlocked when you have completed one mission from 07, 08, 09 and 10 and have built the Medical Platform at Mother Base.
2. Defeat Quiet during Mission 11 (see page 90) then let her live when you are given the opportunity to deliver the coup de grâce, and carry her to the helicopter. If you decide to kill Quiet, you can still restart the process by replaying Mission 11 and choosing to let her live.
3. Complete Mission 14. The "Visit Quiet" side op (see page 232) is then unlocked automatically. Return to Mother Base and complete this by heading to the sniper's cell on the first deck of Mother Base's Medical Platform. When you leave Mother Base by calling the helicopter, a cutscene is triggered. Quiet then joins you as a Buddy.

Quiet is an extremely potent ally, and her value grows immensely as you improve the Bond between her and Big Boss. You can assign her to one of two primary roles: in her Scout mode, she reconnoiters specific locations and tags enemies with permanent markers; in her Attack mode, she stands ready to shoot soldiers with her sniper rifle and tags them with provisional markers. If she is in a suitable position to take a shot, Quiet will often dispatch any opponent who has spotted you (usually making her move just before the end of Reflex Mode). An Alert Status caused by sniper intervention isn't ideal, but it's much better than a full Combat Status triggered by the discovery of Big Boss.

As an ally, Quiet has a vision range of 240 meters covering a cone of 160 degrees. She generally follows your commands, attacking of her own volition only if she deems it necessary during Reflex Mode, and whenever a target presents itself during Combat Status.



### Quiet's Skills

NAME	REQUIREMENTS	EFFECT
Fire	-	Quiet fires at the target you're looking at through the binoculars, or at the target she's currently aiming at.
Take Aim	Bond: 25%	Quiet locks on the target you're looking at through the binoculars, or the target she's currently aiming at. She will open fire if you activate the corresponding command, or if you pull the trigger yourself (such a combined shot can be used to take down enemies wearing a helmet).
Cover Me	Bond: 50%	Quiet fires on sight.
Cease Cover	Bond: 50%	Quiet stops firing on sight.
Shoot this (grenade ricochet)	Bond: 75%	Quiet shoots a grenade that you toss to send it flying toward enemies.
Quiet	-	You talk to Quiet. Her reaction (which you can see if you look at her through the binoculars) depends on your current Bond with her.

When Quiet is your active Buddy, she sits with you in the Aerial Command Center. Her behavior is determined by your current Bond level.

### Quiet's Poses in the ACC

BOND LEVEL	DESCRIPTION
Bond: 0%	Quiet remains seated and idle.
Bond: 10%	Quiet regularly looks toward the cockpit.
Bond: 20%	Quiet regularly looks toward you.
Bond: 30%	Quiet regularly looks backward.
Bond: 40%	Quiet regularly crosses her legs.
Bond: 50%	Quiet regularly lies on her back and stretches.
Bond: 60%	Quiet regularly crosses her legs the other way around.
Bond: 70%	Quiet regularly looks through the window in front of her.
Bond: 80%	Quiet regularly lies on her belly and looks at you.
Bond: 90%, and you stare at Quiet's breasts for 10s in first-person view	Quiet comes to you and stares at you.
Stay in the ACC for five consecutive minutes	Quiet adopts a cat pose.

### Quiet's Poses in her Cell

BOND LEVEL	DESCRIPTION
<25%	Quiet lies on her belly.
25-50%	Quiet lies on her belly and on her back.
50-75%	Quiet lies on her belly, then on her back, then walks to the edge of her cell.
>75%	Quiet lies on her belly, then on her back, walks to the edge of her cell, then crosses her arms, then takes a shower, then plays with the water.

You also need to have a Bond above certain milestones to access Quiet's advanced equipment. Note that there are additional conditions to fulfill, as revealed on page 265. The Guilty Butterfly sniper rifle armed with a suppressor (available at a bond of 80%) greatly simplifies the process of infiltrating heavily guarded enemy positions.

### Quiet's Equipment

BOND LEVEL	EQUIPMENT
Bond: 20%	One of the conditions required to develop the Guilty Butterfly.
Bond: 30%	One of the conditions required to develop the Naked (Blood) uniform.
Bond: 40%	One of the conditions required to develop the Sinful Butterfly.
Bond: 60%	One of the conditions required to develop the Wicked Butterfly with suppressor.
Bond: 70%	One of the conditions required to develop the Naked (Silver Q) uniform.
Bond: 80%	One of the conditions required to develop the Guilty Butterfly with suppressor.
Bond: 100%	One of the conditions required to develop the Naked (Gold Q) uniform.
Complete Mission 40	One of the conditions required to develop the Gray XOF uniform.
Complete Mission 40	One of the conditions required to develop the Sniper Wolf uniform.



## Quiet's Supply Drops

	CONTENTS
<25%	Suppressors
25-50%	Suppressors, primary weapon ammo, secondary weapon ammo
50%-75%	Suppressors, primary weapon ammo, secondary weapon ammo, support weapon ammo
>75%	Suppressors, primary weapon ammo, secondary weapon ammo, support weapon ammo, items

**SPOILER WARNING:** Unlike other Buddies, Quiet will eventually leave once you reach a very late stage in the main storyline. This is the result of a chain of events that is set in motion once you complete Mission 41. If your Bond with Quiet is at its maximum level, Quiet will disappear at some point after you complete Mission 43. This development unlocks Side Op 150, where you are tasked to find her. The moment you complete this side op, Mission 45 – the denouement of Quiet's storyline – is triggered automatically.

As Quiet is such a powerful ally, you will be glad to know that there are ways to delay her departure in order to call upon her services to complete earlier missions with S ranks, or to fulfil demanding Mission Tasks. The first is to artificially keep your Bond with her safely below 100%, but this is an unwieldy solution. The second trick is to use the "Butterfly (front)" design (obtained by securing the "Butterfly" codename – see page 316) in your emblem, which will "lock" the final stages of Quiet's tale while it is in place.

REFERENCE & ANALYSIS

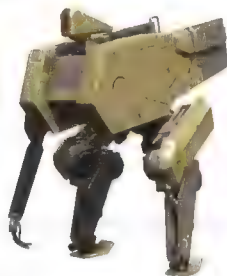
## D-Walker



D-Walker becomes available after you complete Mission 13. This unique Walker Gear has two completely different applications:

- First, you can use it as a vehicle (hop on and off with , speed up with ). D-Walker acts as a valid replacement for D-Horse, with the added benefit that you can equip it with weapons for combat situations.
- Alternatively, D-Walker can also serve in a supporting role. Depending on which items you equip it with, it can activate stealth camo to remain unseen until you need it, be assigned to scouting duties, or even attack enemies to assist you without your direct input.

Unlike other Buddies, you do not have a Bond with D-Walker. Instead, this flexible machine's abilities are linked to its current components. To equip it with any item that you have developed, open the Customize menu at the ACC. You can prepare up to three configurations (called Settings). The best strategy is to have one designed for combat, one for scouting, and another for infiltrations.



## D-Walker Equipment Parts

CATEGORY	EQUIPMENT	NOTES
Main Chassis	Grade 2	Health: 3,800; Defense: 5,500
	Grade 3	Health: 4,800; Defense: 5,500
	Grade 4	Health: 7,250; Defense: 5,500
	Support Head (Grade 2)	-
Head Section	Support Head (Grade 3)	Enables Stealth Mode
	Scouting Head	Enables Auto-Search Mode
	Intercept Head	Enables Intercept Mode
Manipulator	Task Arm	Can carry a body
	Task Arm CQC	Can carry a body and attack with CQC
	Task Arm MCHT	Can carry a body and slash enemy soldiers
	Task Arm SM	Can carry a body and slash enemy soldiers, vehicles or Walker Gears

## D-Walker Skills

NAME	REQUIREMENTS	EFFECT
Whistle	-	Call D-Walker to your current position.
Normal mode	-	Ends all other modes.
Stealth mode	Support Head (Grade 3)	D-Walker stops moving and becomes invisible to remain undetected.
Search mode	Scouting Head	D-Walker stops moving and places a permanent marker on any target ahead of its position within 180 meters, even those behind solid obstacles.
Intercept mode	Intercept Head	D-Walker stops moving and attacks any target in its field of vision within 60 meters; if it is equipped with a tranquilizing weapon, this can be a fantastic way to create diversions.

BUDDIES

## Helicopter



## Helicopter Upgrades

	EQUIPMENT	EFFECT
Chassis	Grade 1	Dispatch Time: 20s
	Grade 2	Dispatch Time: 15s
	Grade 3	Dispatch Time: 10s
	Grade 4	Dispatch Time: 5s
	Grade 5	Dispatch Time: 0s
Main Weapon	H-Rocket (Grade 2)	Air-to-ground rocket launcher (ammo: 32)
	H-Rocket (Grade 3)	Stopping Power Up
	H-Rocket (Grade 4)	Air-to-ground rocket launcher (ammo: 64)
	AS Missile (Grade 3)	Air-to-ground guided missiles (ammo: 8)
	AS Missile (Grade 4)	Stopping Power Up
	AS Missile (Grade 5)	Air-to-ground guided missiles (ammo: 16)
Option	Flare (Grade 2)	Anti-air missile countermeasure flare dispenser (capacity: 4)
	Flare (Grade 3)	Anti-air missile countermeasure flare dispenser (capacity: 8)
	Flare (Grade 4)	Anti-air missile countermeasure flare dispenser (capacity: 12)
Armor	Applique Armor (Grade 4)	Durability +10,000
	Applique Armor (Grade 5)	Durability +20,000
	Applique Armor (Grade 6)	Durability +30,000

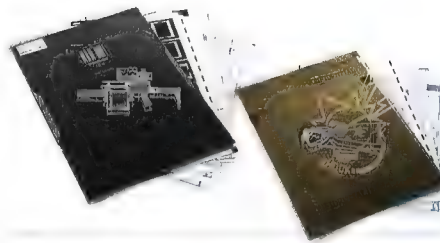
Though not strictly a Buddy, your helicopter is also an ally that you can call at practically any time. Its main role is to deploy and extract you (and key targets) from hot zones, but it will also provide backup in the form of fire support. How your helicopter performs is linked to the upgrades you research and equip it with.





# [ ! ] COLLECTIBLES

## Blueprints



Blueprints are items required for the development of specific pieces of equipment. They can be obtained as collectibles, as rewards for completing certain Combat Deployment assignments, or during specific side ops.

	LOCATION/AVAILABILITY	DEVELOPMENT UNLOCKED
[GEIST P3] Blueprint	Complete Dispatch Mission: "Break Through the Blockade Force"	GEIST P3 (handgun)
[WU S333] Blueprint	Complete Dispatch Mission: "Restore the DMZ"	WU S333 (handgun)
[URAGAN-5] Blueprint	Found in Bameve Plantation after you've completed Mission 16	URAGAN-5 (handgun)
[ZORN-KP] Blueprint	Complete Dispatch Mission: "Defend the Pipeline"	ZORN-KP (handgun)
[RIOT SMG] Blueprint	Complete Side Op 05 (Wialo Village)	RIOT SMG (submachine gun)
[ZE'EV] Blueprint	Complete Dispatch Mission: "Search and Destroy Remaining Forces"	ZE'EV (submachine gun)
[MACHT 37] Blueprint	Found in Kungenga Mine after you've completed Mission 23, or dropped by the gunship during Mission 21	MACHT 37 (submachine gun)
[UN-ARC] Blueprint	Found in Wakh Sind Barracks during Mission 05, or in Yakho Oboo Supply Outpost after you've completed Mission 06	UN-ARC (assault rifle)
[G44] Blueprint	Found in Ditadi Abandoned Village	G44 (assault rifle)
[KABARGA-83] Blueprint	Found in Mfinda Oilfield	KABARGA-83 (shotgun)
[BULLHORN SG] Blueprint	Complete Dispatch Mission: "Prevent the Coup d'état"	BULLHORN SG (shotgun)
[ISANDO RGL-220] Blueprint	Found in Ditadi Abandoned Village, South Guard Post; or Kungenga Mine, West Guard Post; or Munoko ya Nioka Station, NW Guard Post; or Nova Braga Airport, South Guard Post	ISANDO RGL-220 (grenade launcher)
[HAIL MGR-4] Blueprint	Complete Dispatch Mission: "Destroy the Uranium Centrifuges"	HAIL MGR-4 (grenade launcher)
[BAMBE TOV SV] Blueprint	Found in Lamar Khaate Palace after you've completed Mission 06, or in Afghanistan Central Base Camp during Mission 12	BAMBE TOV SV (sniper rifle)
[AM MRS-71 RIFLE] Blueprint	Complete Dispatch Mission: "Destroy the New Fighter Aircraft"	AM MRS-71 RIFLE (sniper rifle)
[BRENNAN LRS-46] Blueprint	Found in Lufwa Valley after you've completed Mission 23	BRENNAN LRS-46 (sniper rifle)
[UN-AAM] Blueprint	Found in Kiziba Camp, NW Guard Post; or Kiziba Camp, South Guard Post; or Bameve Plantation, SW Guard Post; or in Nova Braga Airport during Mission 21	UN-AAM (machine gun)
[LPG-61] Blueprint	Complete Dispatch Mission: "Recapture the Port Facilities"	LPG-61 (machine gun)
[FB MR R-LAUNCHER] Blueprint	Complete Dispatch Mission: "Liberate the Tanker"	FB MR R-LAUNCHER (rocket launcher)
[PB SHIELD] Blueprint	Found in Gwandai Town or Wialo Village during Mission 07, or Aabe Shifap Ruins, East Guard Post or Smasei Fort once you've completed Mission 06	PB SHIELD (shield)
[STUN GRENADE] Blueprint	Found in Kiziba Camp	STUN GRENADE (support weapon)
[STUN ARM] Blueprint	Complete Side Op 06 (Serak Power Plant)	STUN ARM (prosthetic arm), SNEAKING (STUN) (D-Dog's equipment), H-DISCHARGER (D-Walker armament)
[FLAMETHROWER] Blueprint	Found in Munoko ya Nioka Station once you've completed Mission 31, or dropped by the gunship during Mission 41	FLAMETHROWER (D-Walker armament)
[IR-SENSOR] Blueprint	Complete Side Op 07 (Qarya Sakhra Ee)	IR-SENSOR (security device)
[ANTITHEFT DEVICE] Blueprint	Complete Side Op 08 (Masa Village, East Guard Post)	ANTITHEFT DEVICE (security device)
[GUN-CAM DEFENDER] Blueprint	Complete Side Op 09 (Nova Braga Airport)	INTERCEPT HEAD (D-Walker armament) and GUN-CAM DEFENDER (security device)
[UA-DRONE] Blueprint	Complete Side Op 10 (Afghanistan Central Base Camp)	UA-DRONE (security device)

## Memento Photos



Memento Photos are special items that you deliver to Paz on the first deck of the Medical Platform. There are ten photos to find, each awarded for completing an "Extract the Wandering Mother Base Soldier" Side Op (51 to 60 – see page 218).

Once you have retrieved all ten photos from the respective side ops and viewed the scenes they unlock, make one more visit to Paz to see the conclusion of this storyline.

	AVAILABILITY
1	Miller and Paz
2	Professor Gálvez
3	Swimsuit Paz
4	Nuke
5	Fishing
6	Gallo Pinto
7	Birthday Party
8	Costa Rica
9	Chico
10	Futbol
11	Morpho Butterfly

Show the first ten Memento Photos to Paz, and you can pick up this final picture on the wall outside Paz's room



## Key Items



Key Items are special rewards that you can obtain by reaching specific milestones in the storyline, or by completing noteworthy feats.

NAME	UNLOCK CONDITION	EFFECT
Children's Reward	Complete Mission 18.	Enables you to develop the Water Pistol (handgun).
First Aid Manual	Found in Masa Village after you've completed Mission 18.	Enables you to develop the TACTICAL (FULTON) (D-Dog equipment).
Master Certificate (Marking)	Mark 500 targets.	Enables you to distinguish between enemy soldiers (red marker) and the decoys they have placed (white marker).
Master Certificate (Box)	Pick up all Invoices in either Afghanistan or Africa.	Enables you to develop the C.BOX (WR) (cardboard box).
Grand Master Certificate (Box)	Pick up all Invoices in both Afghanistan and Africa.	Enables you to develop the C.BOX (SMK) (cardboard box).
Master Certificate (Fulton)	Successfully extract 500 targets.	Enables you to develop the Grade 3 upgrade of the Fulton device.
Grand Master Certificate (Fulton)	Successfully extract 1,000 targets.	Enables you to develop the F-BALLISTA (D-Walker armament).
Conch Shell	Complete Side Op 113.	Enables you to develop the Petrol Bomb (support weapon) and the Fulton upgrade compatible with children.
Skulls Machete	Complete Mission 29.	Enables you to develop the TASK-ARM SM (D-Walker armament).
Strangelove's Memento	Complete Side Op 143.	Enables you to develop the Bandana (uniform).
Man on Fire (Corpse)	Complete Side Op 144.	Enables you to develop the FURICORN (D-Horse equipment).
Quiet's Examination Report	Watch the cutscene where Quiet is interrogated, or complete Mission 40.	Enables you to develop the GRAY XOF (Quiet equipment).
Handkerchief	Complete Mission 40.	Enables you to develop the SNIPER WOLF (Quiet equipment).
Emmerich's Research Notes	Watch the cutscene where Emmerich is exiled.	Enables you to develop the Stealth Camo (item).
The Codename: Big Boss	Complete the secret mission (see page 324).	Enables you to develop the Leather Jacket (uniform).
Master Certificate (Standard)	Complete all missions (except those on high difficulty levels).	Enables you to develop the CYBORG NINJA (uniform).
Grand Master Certificate (Standard)	Complete all missions (except those on high difficulty levels) with an S rank.	Enables you to develop the RAIDEN (uniform).
Master Certificate (Elite)	Complete all missions played on high difficulty levels (Extreme, Total Stealth, Subsistence).	Enables you to develop the NAKED (SILVER) (uniform) and BIONIC ARM (SILVER).
Grand Master Certificate (Elite)	Complete all missions played on high difficulty levels with an S rank (Extreme, Total Stealth, Subsistence).	Enables you to develop the NAKED (GOLD) (uniform).
Star of Bethlehem	Complete the secret mission (see page 324).	Enables you to develop the INFINITY BANDANA (uniform).

REFERENCE & ANALYSIS

## Posters



Posters are collectibles that you can obtain from walls in many different places. In addition to adding them to your collection, posters you own can actually be put to use when you are in the field. If you stick them on a cardboard box (hold while inside the box, then press to select a model), they can alleviate the suspicions of soldiers who investigate after spotting you. Note that vertical posters are meant to be used while you are standing (press while inside a box – ), and the horizontal ones when you are in the default crouched position.



COLLECTIBLES



TROPHY	UNLOCK CONDITION
Vertical Soviet soldier poster	Lifts suspicion of enemy soldiers, who will salute
Vertical PF soldier poster	Lifts suspicion of enemy soldiers, who will salute
Vertical glamor model poster	Lifts suspicion of non-specialist soldiers, who will drop their weapon and gape in awe at the picture
Horizontal glamor model poster	Lifts suspicion of non-specialist soldiers, who will drop their weapon and gape in awe at the picture
Vertical idol girl poster	Lifts suspicion of specialist soldiers, who will drop their weapon and gape in awe at the picture
Horizontal idol girl poster	Lifts suspicion of specialist soldiers, who will drop their weapon and gape in awe at the picture



## Cassette Tapes



There are three types of cassette tape: songs, story updates, and special cassettes that have unusual effects when played in appropriate situations.

### Info Tapes

Tapes of the "Info" type are obtained as rewards when you complete main missions. These are a rich source of story details that bring the wider world of *MGSV* to life – and even, in some instances, offer closure or reflection on prior plot strands. We strongly suggest that you listen to all of these gradually as you unlock them. They are the perfect accompaniment to routine Mother Base management and long journeys.

### Info Tapes

	TRACK	UNLOCK CONDITION
<b>Ocelot's Briefing [1]</b>	British Sovereign Base Area – Dhekelia	Complete the Prologue.
	Cyprus, a Nation Divided	Complete the Prologue.
	The Route to Afghanistan	Complete the Prologue.
	World Affairs Over the 9 Years	Complete the Prologue.
	What Happened in the Caribbean 9 Years Ago	Complete the Prologue.
<b>Ocelot's Briefing [2]</b>	The Strike Force. After the Attack	Complete the Prologue.
	After Effects of Snake's Coma	Complete the Prologue.
<b>Ocelot's Briefing [3]</b>	The Moniker Shalashaska	Complete Mission 01.
	SALT II	Complete Mission 03.
<b>Afghanistan Today [1]</b>	Meeting Ocelot, and the Formation of a Certain Organization	Complete Mission 03.
	Where is Zero?	Complete Mission 03.
<b>Afghanistan Today [2]</b>	The Soviet Invasion of Afghanistan	Complete Mission 02.
	The Soviet Army's Scorched Earth Operation	Complete Mission 02.
<b>Afghanistan Today [3]</b>	The Threat of Soviet Gunships	Complete any two missions from 03, 04 or 05.
	The Hamid Fighters	Complete any two missions from 03, 04 or 05.
<b>At Mother Base [1]</b>	Honey Bee Analysis Results	Complete Mission 06.
	The Mist Unit	Complete any one mission from 03, 04 or 05.
	Cipher's Will	Complete any one mission from 03, 04 or 05.
	Mother Base Reborn	Complete any one mission from 03, 04 or 05.
	Connection with the Seychelles	Complete any one mission from 03, 04 or 05.
<b>At Mother Base [2]</b>	Whaling Ship "Heiwa Maru"	Complete any one mission from 03, 04 or 05.
	Origins of "Diamond"	Complete any one mission from 03, 04 or 05.
	Private Forces	Complete any two missions from 03, 04 or 05.
<b>At Mother Base [3]</b>	Big Boss, Back to Life	Complete any two missions from 03, 04 or 05.
	Bionic Arm	Complete Mission 05.
<b>At Mother Base [4]</b>	Intel Team	Complete Mission 06.
<b>At Mother Base [5]</b>	Training D-Dog	Finish any mission with D-Dog as a Buddy.
<b>At Mother Base Supplemental [1]</b>	Background to the Epidemic	Triggered by the disease outbreak after completing Mission 25.
<b>At Mother Base Supplemental [2]</b>	Identifying the Infected	Triggered by the disease outbreak after completing Mission 25.
	Chico and Amanda	Complete any two missions from 03, 04 or 05.
	Strangelove	Complete any two missions from 03, 04 or 05.
<b>What Happened to Old Mother Base Members</b>	Huey	Complete any two missions from 03, 04 or 05.
		Complete any one mission from 07, 08, 09 and 10 and listen to a radio conversation about Quiet, or at the beginning of Mission 11.
<b>Quiet [1]</b>	The Sniper Quiet Appears	

### Info Tapes (continued)

	TRACK	UNLOCK CONDITION
<b>Quiet [2]</b>	Quiet's Missile Interdiction Sniping	Complete one mission after extracting Quiet.
	Events After Quiet's Extraction 1	Complete any one mission after extracting Quiet.
<b>Quiet [3]</b>	Events After Quiet's Extraction 2	Complete Side Op 111.
<b>Quiet [4]</b>	Quiet on Mother Base	Complete Side Op 111.
<b>Quiet [5]</b>	Quiet's Mission Performance	Finish any mission with Quiet as a Buddy.
<b>Quiet [6]</b>	Why Did Quiet Disappear?	Complete Side Op 150.
<b>Quiet [7]</b>	Quiet's Message	Complete Side Op 150.
<b>Questioning Huey [1]</b>	Emmerich's 9 Years	Complete Mission 12.
	Emmerich's Research for the Soviets	Complete Mission 12.
	Emmerich's Research History	Complete Mission 12.
	Diamond Dogs' Treatment of Huey	Complete Mission 12.
<b>Questioning Huey [2]</b>	A.I. Pod in the Lab	Complete Mission 12.
	What is Sahelanthropus?	Complete Mission 13.
<b>Questioning Huey [3]</b>	Clone Research 1	Complete Mission 13.
	Clone Research 2	Complete Mission 13.
<b>Questioning Huey [4]</b>	The Body Found in the A.I. Pod	Complete Side Op 143.
<b>Questioning Huey [5]</b>	Cooperating with Eli	Complete Side Ops 145-149 (after the cutscene with Eli).
<b>Questioning Huey [6]</b>	Reasons for Facilitating the Wolbachia Mutation 1	Complete Mission 43.
<b>Questioning Huey [7]</b>	Reasons for Facilitating the Wolbachia Mutation 2	Listen to the "Reasons for Facilitating the Wolbachia Mutation 1" tape (D-Dog has to be alive and available as a Buddy).
<b>Cipher's Cargo [1]</b>	Picking Up Emmerich's Work	Watch the cutscene where Emmerich is exiled.
	A.I. Pod's Final Recording	Watch the cutscene where Emmerich is exiled.
<b>Cipher's Cargo [2]</b>	Copper Ore	Complete Mission 16.
<b>Africa Today [1]</b>	Yellowcake	Complete Mission 17.
	Shinkolobwe Mine	Complete Mission 17.
	The Legendary Mercenary	Complete Mission 12.
<b>Africa Today [2]</b>	Private Forces	Complete Mission 12.
	Private Force: CFA	Complete Mission 12.
<b>Africa Today [3]</b>	Private Force: CFA's Locally Hired Mercenaries	Complete Mission 12.
	Current Affairs in Africa	Complete Mission 12.
<b>Africa Today [4]</b>	The Spread of Walker Gears	Complete Mission 14.
	Private Force: Zero Risk Security	Complete Mission 16.
<b>The Factory of the Dead</b>	Private Force: Rogue Coyote	Complete Mission 17.
	Kungenga Mine and the Ethnic Clash	Complete Mission 18.
<b>The Man on Fire [1]</b>	The Bedridden in the Factory	Complete Side Ops 145-149.
	Analysis of the Voices in the Factory	Complete Side Ops 145-149.
<b>The Man on Fire [2]</b>	The Man on Fire's Weakness	Complete the Prologue.
<b>The Man on Fire [3]</b>	What Happened Next with the Man on Fire	Complete Mission 32.
<b>The White Mamba [1]</b>	The Man on Fire	Complete Side Op 144.
	Who is the Floating Boy?	Complete Side Op 144.
	White Mamba (Nyoka ya Mpeembe)	Complete Missions 21 and 22.
	DDR (The Problems with Social Reintegration)	Complete Missions 21 and 22.



## Info Tapes (continued)

NAME	TRACK	UNLOCK CONDITION
The White Mamba [2]	The White Mamba Detained	Complete Mission 23.
The White Mamba [3]	Eli's DNA Test	Complete Side Ops 145-149 (after the cutscene with Eli).
	Preventing Symptoms	Complete Mission 29.
Vocal Cord Parasites [1]	The Vocal Cord Parasites' Infection Route	Complete Mission 29.
	Resisting the Vocal Cord Parasites	Complete Mission 29.
	The First Infection	Complete Mission 29.
Vocal Cord Parasites [2]	Experiment in Africa	Complete Mission 29.
	Experiment in Afghanistan	Complete Mission 29.
	Effects of the Wolbachia	Complete Mission 29.
Vocal Cord Parasites [3]	The Devil's House	Complete Side Op 144.
	The Vocal Cord Parasites' Language Learning Ability	Complete Side Op 144.
Sahelanthropus [1]	OKB Zero	Complete Mission 29.
	Sahelanthropus's Armor Material 1	Complete Mission 29.
Sahelanthropus [2]	Sahelanthropus's Armor Material 2	Complete Mission 31.
Sahelanthropus [3]	The Captured Sahelanthropus	Complete Mission 31.
Metallic Archaea [1]	What Are Metallic Archaea?	Complete Mission 29.
	Nuclear Testing in South Africa	Complete Mission 29.
Metallic Archaea [2]	Emmerich's Power-Assisted Exo-Legs	Complete Mission 29.
Metallic Archaea [3]	The "Safety Mechanism" of Nuclear Saturation	Complete Mission 31.
	Uranium Enrichment Archaea	Complete Mission 32.
Metallic Archaea [4]	Motive for Researching Metallic Archaea	Complete Mission 32.
Code Talker and His Research [1]	Parasites Living Within Us	Complete Mission 31.
Code Talker and His Research [2]	What Covers the Skulls	Complete Mission 32.
	Origins of "Code Talker"	Complete Side Op 143.
Code Talker and His Research [3]	Motive for Researching Vocal Cord Parasites	Complete Side Op 143.
	The Ethnic Cleansing Parasite Project	Complete Mission 35.
	The Parasites Gave Us Language	Complete Mission 35.
Code Talker and His Research [4]	Genesis of the Vocal Cord Parasites	Complete Mission 35.
	Revival of the Vocal Cord Parasites	Complete Mission 35.
	The Final Form of the Ethnic Cleansing Parasites	Complete Mission 35.
Code Talker and His Research [5]	Superorganisms	Watch the cutscene where Emmerich is exiled.
	Skull Face's Demise	Complete Mission 31.
	Whereabouts of the Third English Mating Pair	Complete Mission 31.
Skull Face's Objective [1]	Skull Face's Ethnic Liberation Parasites	Complete Mission 31.
	Conjecture About English Strain Production	Complete Mission 31.
	World Reactions to Sahelanthropus	Complete Mission 31.
Skull Face's Objective [2]	Skull Face 9 Years Ago	Complete Mission 32.
	Multiethnicity of the United States	Complete Mission 32.
Skull Face's Objective [3]	Rulers and Language	Complete Side Op 143.
	Secret Recording of Skull Face and Code Talker 1	Complete Mission 35.
Skull Face's Objective [4]	Secret Recording of Skull Face and Code Talker 2	Complete Mission 35.
	Skull Face's Origins and XOF	Complete Mission 41.
Skull Face's Objective [5]	The Target of Skull Face's Revenge	Complete Mission 41.
The Children Escape [1]	What Prompted the Escape	Complete Mission 35, Side Op 113, and any one additional mission or side op.
The Children Escape [2]	The Mastermind	Complete any one Side Op from 145-149.
The Children Escape [3]	Eli's Explanation	Complete any two Side Ops from 145-149.
The Children Escape [4]	Eli's Threat	Complete any three Side Ops from 145-149.
	Will of the Child Soldiers	Complete any four Side Ops from 145-149.
The Children Escape [5]	Eli's Objective	Complete any four Side Ops from 145-149.

## Info Tapes (continued)

NAME	TRACK	UNLOCK CONDITION
The Children Escape [6]	Ocelot's Fears	Complete Side Ops 145-149 (after the cutscene with Eli).
	Part 1	Complete Mission 38.
Informant's Report	Part 2	Complete Mission 38.
	Part 3	Complete Mission 38.
What Happened in the Laboratory [1]	Urges Caused by the Vocal Cord Parasites	Complete Mission 43.
What Happened in the Laboratory [2]	Mutation in the Laboratory	Complete Mission 43.
	Parasites Controlling People	Complete Mission 43.
What Happened in the Laboratory [3]	Thirst for Vengeance Parasitizing the Mind	Watch the cutscene where Emmerich is exiled.
Paz's Diary (Continued) [1]	Entry 1	Show Paz the second Memento Photo and leave her room.
Paz's Diary (Continued) [2]	Entry 2	Show Paz the fourth Memento Photo and leave her room.
Paz's Diary (Continued) [3]	Entry 3	Show Paz the sixth Memento Photo and leave her room.
Paz's Diary (Continued) [4]	Entry 4	Show Paz the eighth Memento Photo and leave her room.
Paz's Diary (Continued) [5]	Entry 5	See the final cutscene with Paz.
The Hamburgers of Kazuhira Miller [1]	Code Talker's Eating Habits	Complete Mission 32.
The Hamburgers of Kazuhira Miller [2]	Kazuhira Miller's Research	Complete Mission 35.
The Hamburgers of Kazuhira Miller [3]	Kazuhira Miller's Epiphany	Complete Mission 38.
The Hamburgers of Kazuhira Miller [4]	The Ultimate Hamburger	Complete Mission 41.
	Secret Recording #1	
	Secret Recording #2	
	Secret Recording #3	
	Secret Recording #4	
	Secret Recording #5	
Truth Records	Secret Recording #6	Complete the secret mission (see page 324).
	Secret Recording #7	
	Secret Recording #8	
	Secret Recording #9	
	Secret Recording #10	
	Secret Recording #11	
	Secret Recording #12	

REFERENCE & ANALYSIS

COLLECTIBLES





## Cassette Tapes (Continued)

### Music Tapes

Tapes of the “Music” type are collectibles that you can pick up while exploring enemy bases. They feature songs that you can then listen to at your leisure. Note that you can set the currently selected track as the music that plays when your chopper arrives once you have developed the Speaker support helicopter equipment.

### Music Tapes

NAME	LOCATION/AVAILABILITY
Scouting Barren Lands	By default
Journey to Point C-5	By default
Sands	By default
Dreamt of an Eclipse	By default
Afghanistan's a Big Place	By default
MGO Trailer Music	By default
Richard Wagner: "Ride of the Valkyries" from The Valkyrie -ACT III- (excerpt)	By default
Heavens Divide	During Mission 30, on the elevator just before you reach Skull Face
Koi no Yokushiryoku (Love Deterrence)	In Da Ghwandai Khar, in the building where you find Miller during Mission 01
Gloria	Nova Braga Airport, inside a building on the airport's eastern side
Kids In America	Da Shago Kallai, outside the main building
Rebel Yell – 1999 Digital Remaster	Mountain Relay Base, just to the west of the bridge
The Final Countdown	Qarya Sakhra Ee, inside a small building on the eastern side of the village
Nitrogen	Serak Power Plant, inside the northernmost building
Take On Me	Yakho Oboo Outpost, inside a room in the western wing of the outpost
Ride A White Horse	Lamar Khaate Palace, North Guard Post
Maneater	Lamar Khaate Palace, under the tent canopy in front of the palace
A Phantom Pain	Wakh Sind Barracks, inside one of the huts to the northeast
Only Time Will Tell	Eastern Communications Post
Behind the Drapery	Da Wialo Kallai
Love Will Tear Us Apart	Afghanistan Central Base Camp
All the Sun Touches	Munoko ya Nioka Station
True	Kungenga Mine
Take The D.W.	Da Smasei Laman, under a canopy close to the amphitheater
Friday I'm In Love	Lufwa Valley, inside the mansion
Midnight Mirage	Bampeve Plantation, inside the northernmost building
Dancing With Tears In My Eyes	Ditadi Abandoned Village, beneath the canopy at the foot of the rock peak
The Tangerine	Spugmay Keep, East Guard Post
Planet Scape	Sakhra Ee Village, South Guard Post
How 'bout them zombies ey?	Bwala ya Masa, inside the easternmost building
Snake Eater	Munoko ya Nioka Station, West Guard Post
204863	Kungenga Mine, SW Guard Post
You Spin Me Round (Like a Record)	Lufwa Valley, NW Guard Post
Quiet Life	Mfinda Oilfield, inside the southeastern building
She Blinded Me With Science	Wialo Village, NE Guard Post
Dormant Stream	Smasei Fort, West Guard Post
Too Shy	Kiziba Camp, inside the tent by the anti-air radar
METAL GEAR SOLID PEACE WALKER Main Theme	In the Quarantine Platform's basement during Mission 43
The Man Who Sold The World	Complete Mission 46
Sins of the Father	Complete Mission 30
Quiet's Theme	At the end of Mission 45, follow the footprints in the sand until you trigger a cutscene

### Acquired Tapes

Tapes of the “Acquired” type have contextual special effects when you play them on the iDroid speaker (an upgrade developed early in the adventure). Whenever you use one in the appropriate manner the tape is consumed, requiring you to reobtain it from the same location; you can only carry one specimen of each tape at a time. To turn the speaker on, select a tape on the corresponding screen, press **R2/R1** to reach the Control Panel, then press **⊗/△** on the speaker icon. The effects last for the duration of the track, which is usually rather short – a few seconds only.

### Acquired Tapes

	EFFECT	LOCATION/AVAILABILITY
<b>Afghanistan Music</b>	Makes soldiers in Afghanistan fall asleep (except during Combat Status).	Wakh Sind Barracks.
<b>Central Africa Music</b>	Makes soldiers in Africa fall asleep (except during Combat Status).	Bampeve Plantation.
<b>Paz's Humming</b>	Wandering Mother Base Soldiers come to you, or don't run away when you approach them.	Meet Paz on Mother Base's Medical Platform.
<b>Quiet's Humming</b>	Suppresses the hand tremors when you hold a weapon in first person view (just like with Pentazemin).	Complete a mission with Quiet with your Bond at 60% or more.
<b>Afghanistan Soviet Soldier</b>	Cancels Combat Status when you have broken your pursuers' line of sight.	Sakhra Ee Village.
<b>Central Africa PF Soldier</b>	Cancels Combat Status when you have broken your pursuers' line of sight.	Nova Braga Airport.
<b>Soldier with Stomachache</b>	Play this while in a toilet to cancel an enemy's suspicion (ineffective during Combat Status).	Various villages (Shago Village, Masa Village, etc.).
<b>Bird</b>	Birds do not fly away when you approach them (except if you move too close); can cancel an enemy's suspicion (except during Combat Status).	After Fulton extracting an animal of the bird type, the tape is found on a walkway inside its cage on the Animal Conservation Platform.
<b>Goat</b>	Goats do not move away when you approach them (except if you move too close); can cancel an enemy's suspicion (except during Combat Status).	After Fulton extracting an animal of the goat type, the tape is found outside its cage on the Animal Conservation Platform.
<b>Horse</b>	Horses do not move away when you approach them (except if you move too close); can cancel an enemy's suspicion (except during Combat Status).	After Fulton extracting an animal of the horse type, the tape is found outside its cage on the Animal Conservation Platform.
<b>Wolf</b>	Wolves do not move away and do not attack when you approach them (except if you move too close); can cancel an enemy's suspicion (except during Combat Status).	After Fulton extracting an animal of the wolf type, the tape is found outside its cage on the Animal Conservation Platform.
<b>Bear</b>	Bears do not move away and do not attack when you approach them (except if you move too close); can cancel an enemy's suspicion (except during Combat Status).	After Fulton extracting an animal of the bear type, the tape is found outside its cage on the Animal Conservation Platform.





## [ ! ] ANIMALS

There are dozens of animals that you can capture and send back to Mother Base, where they will be safe from the many dangers that face such creatures in an active warzone. Every specimen that you rescue is added to the Animal Conservation Platform, which you can visit at any time by pressing while selecting a Mother Base destination for the chopper. You also receive a GMP reward for each creature that you save.

There are three ways to extract animals: Fulton recovering them (the only solution for large animals), using Capture Cages (a support weapon that you can develop at Mother Base), or by collecting them manually after incapacitating them (only possible with tiny creatures). You can secure the contents of a Capture Cage by returning to the Aerial Command Center.

All species are defined by a specific rarity attribute. This determines the probability that they will appear when you enter their preferred habitat, or when you plant a Capture Cage. If you don't find a creature that you are looking for, it's usually best to head back to the ACC and then return to try again. Note that Capture Cages must be planted in very specific positions to obtain certain small creatures.

## Animal List

			AFGHANISTAN	AFRICA	ASIA	GMP REWARD	FULTON EXTRACTION	MANUAL COLLECTION	CAPTURE CAGE
	<b>Afghan Pika</b>	Rabbit	Yes	No	Rare	5,000	-	Yes	Yes
	<b>African Bullfrog</b>	Frog	No	Yes	Rare	5,000	-	-	Yes
	<b>African Civet</b>	Civet	No	Yes	Very Rare	50,000	-	-	Yes
	<b>African Fat-tailed Gecko</b>	Gecko	No	Yes	Common	500	-	-	Yes
	<b>African Wild Dog</b>	Dog	No	Yes	Rare	5,000	Yes	-	-
	<b>Anubis</b>	Dog	No	Yes	Very Rare	50,000	Yes	-	-
	<b>Bechstein's Bat</b>	Bat	Yes	No	Common	500	-	-	Yes
	<b>Black Mamba</b>	Snake	No	Yes	Common to Rare	2,000	-	-	Yes
	<b>Black Stork</b>	Bird	Yes	Yes	Rare	5,000	-	Yes	Yes
	<b>Blanford's Fox</b>	Fox	Yes	No	Very Rare	50,000	-	-	Yes
	<b>Boer Goat</b>	Goat	No	Yes	Rare	500	Yes	-	-
	<b>Brown Bear</b>	Bear	Yes	No	Rare	5,000	Yes	-	-
	<b>Caracal</b>	Cat	Yes	No	Very Rare	50,000	-	-	Yes
	<b>Cashmere Goat</b>	Goat	Yes	No	Rare	500	Yes	-	-
	<b>Common Raven</b>	Bird	Yes	Yes	Common	500	-	Yes	Yes
	<b>Deathstalker</b>	Scorpion	Yes	No	Common	500	-	-	Yes
	<b>Emperor Scorpion</b>	Scorpion	No	Yes	Common	500	-	-	Yes
	<b>Four-toed Hedgehog</b>	Rat	No	Yes	Common to Rare	2,000	-	Yes	Yes
	<b>Gerbil</b>	Rat	Yes	Yes	Common	500	-	Yes	Yes
	<b>Grant's Zebra</b>	Horse	No	Yes	Common	500	Yes	-	-
	<b>Gray Wolf</b>	Dog	Yes	No	Common	500	Yes	-	-
	<b>Griffon Vulture</b>	Bird	Yes	No	Common	500	Yes	-	Yes
	<b>Himalayan Brown Bear</b>	Bear	Yes	No	Very Rare	50,000	Yes	-	-
	<b>Honey Badger</b>	Honey Badger	Yes	Yes	Very Rare	50,000	-	-	Yes
	<b>Jehuty</b>	Bird	No	Yes	Very Rare	200,000	-	Yes	-
	<b>Karakul Sheep</b>	Goat	Yes	No	Rare	500	Yes	-	-
	<b>Lappet-faced Vulture</b>	Bird	No	Yes	Common	500	Yes	-	Yes
	<b>Leopard Gecko</b>	Gecko	Yes	No	Common	500	-	-	Yes
	<b>Leopard Tortoise</b>	Tortoise	No	Yes	Common to Rare	2,000	-	-	Yes
	<b>Long-eared Hedgehog</b>	Rat	Yes	No	Common to Rare	2,000	-	Yes	Yes
	<b>Marsh Mongoose</b>	Mongoose	No	Yes	Very Rare	50,000	-	-	Yes
	<b>Martial Eagle</b>	Bird	No	Yes	Rare	5,000	Yes	-	Yes
	<b>Namaqua Chameleon</b>	Lizard	No	Yes	Rare	5,000	-	-	Yes
	<b>Nubian</b>	Goat	No	Yes	Rare	500	Yes	-	-
	<b>Okapi</b>	Horse	No	Yes	Very Rare	50,000	Yes	-	-
	<b>Oriental Ratsnake</b>	Snake	Yes	No	Common to Rare	2,000	-	-	Yes
	<b>Oriental Stork</b>	Bird	Yes	No	Common to Rare	500	Yes*	Yes	Yes
	<b>Rainbow Agama</b>	Lizard	No	Yes	Common to Rare	2,000	-	-	Yes
	<b>Red Fox</b>	Fox	Yes	No	Rare	5,000	-	-	Yes
	<b>Rock Hyrax</b>	Hyrax	No	Yes	Rare	5,000	-	-	Yes
	<b>Russian Tortoise</b>	Tortoise	Yes	No	Common to Rare	2,000	-	-	Yes
	<b>Sand Cat</b>	Cat	Yes	No	Rare	5,000	-	-	Yes
	<b>Side-striped Jackal</b>	Dog	No	Yes	Common	500	Yes	-	-
	<b>Tree Pangolin</b>	Pangolin	No	Yes	Very Rare	50,000	-	-	Yes
	<b>Trumpeter Hornbill</b>	Bird	No	Yes	Common	500	-	Yes	Yes
	<b>Tsucinoko</b>	Tsucinoko	No	Yes	Extremely Rare	200,000	-	-	Yes
	<b>Wild Ass</b>	Horse	Yes	Yes	Common	500	Yes	-	-

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COLLECTIBLES

ANIMALS



\* The Oriental Stork can only be tranquilized and Fulton extracted during Mission 11.



## Afghanistan Animals

The following map shows the potential habitats of animals requiring a Fulton extraction (●), as well as the positions where you need to plant Capture Cages to secure the others (01-15).

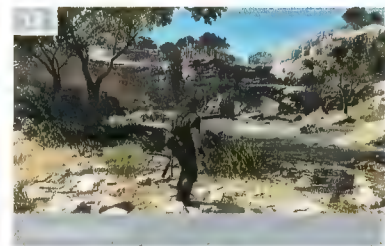
### ! NOTES

1. Gray wolves are active at night and sleep during the day
2. Cashmere goats, karakul sheep and wild asses are active during the day and sleep at night
3. Brown bears become active at night; their roaming range is reduced from 06:00



200 m





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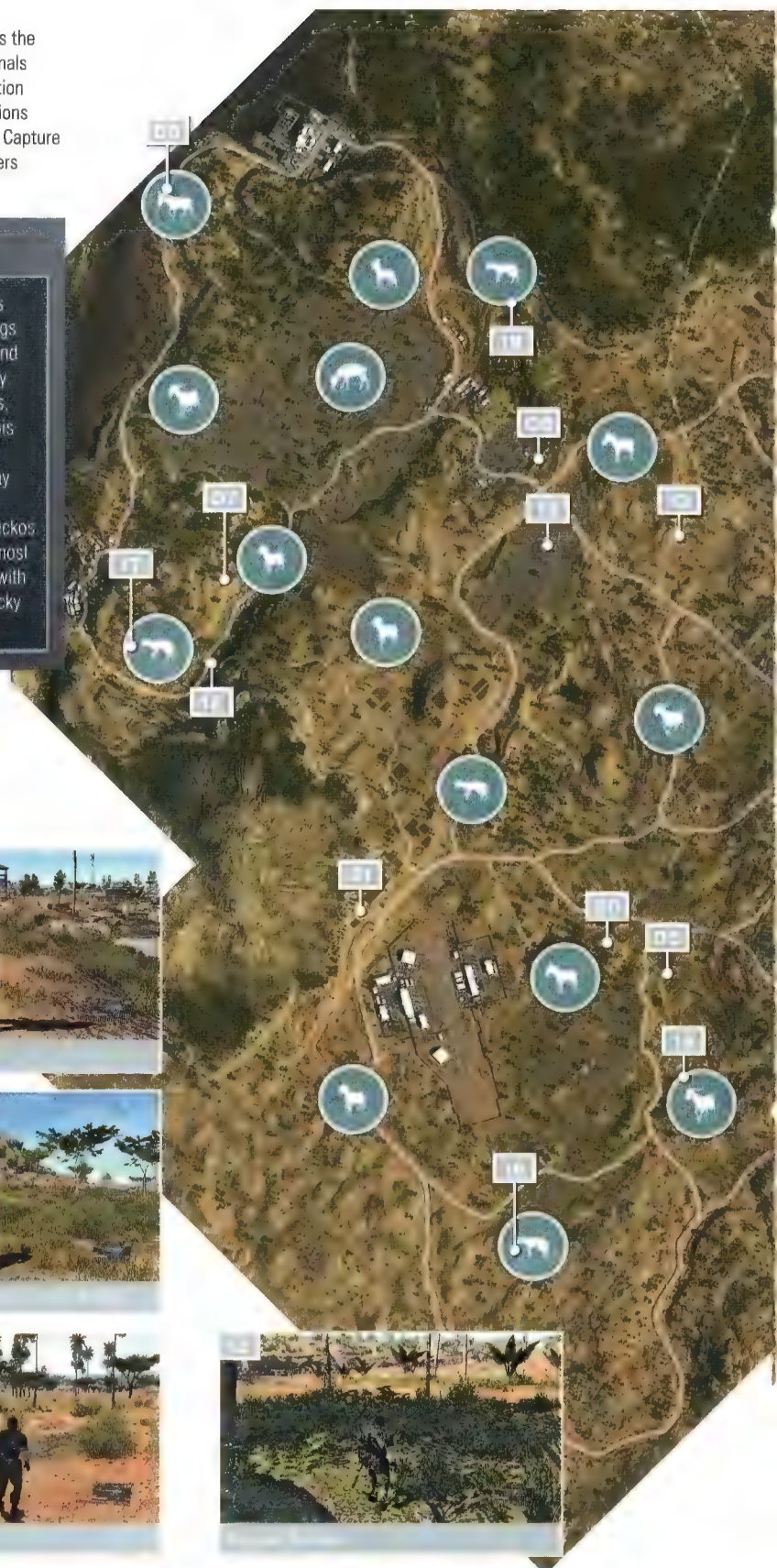
## Africa Animals



The following map shows the potential habitats of animals requiring a Fulton extraction (●), as well as the positions where you need to plant Capture Cages to secure the others (01-22).

### NOTES

- 1 Side-striped jackals and African wild dogs are active at night and sleep during the day
- 2 Nubians, boer goats, grant's zebras, okapis and wild asses are active during the day and sleep at night
- 3 African fat-tailed geckos can be captured almost anywhere in Africa with cages placed on rocky terrain







10 REFERENCE & ANALYSIS



11 ANIMALS





# [!] CODENAMES

Codenames are titles that are awarded at the end of each mission, though the one that you receive is actually based on your play style in the previous three missions. Earning Codenames has no practical use other than unlocking the corresponding Emblem parts — and, on occasion, bragging rights.

	AWARD CONDITION
CHICK	You have not yet completed Mission 06.
CHICKEN	You have used the Chicken Hat at least once in the last three missions.
FOXHOUND	You completed the last three missions with the "Perfect Stealth, No Kills" score bonus (you caused no Combat Status, didn't trigger Reflex Mode, and didn't kill anyone).
FOX	You were not detected in the last three missions (triggering Reflex Mode is permitted).
EAGLE	At least 90% of the enemies you neutralized were neutralized with headshots.
PUMA	The method you used to neutralize most enemies was to hold them up.
BEAR	The method you used to neutralize most enemies was CQC (throw, choke, combo, Bionic Arm punch, kick).
OCTOPUS	You used nonlethal weapons to neutralize most enemies (all weapons and items with a blue icon: <b>ZZZ</b> , <b>STN</b> , or <b>---</b> — dispersing sleeping gas with the Fire Support option also counts).
MANTIS	The method you used to neutralize most enemies was to slit their throats.
BEE	The method you used to neutralize most enemies was to kill them with lethal handguns.
SCORPION	The method you used to neutralize most enemies was to kill them with lethal submachine guns.
PIRANHA	The method you used to neutralize most enemies was to kill them with lethal shotguns.
DOBERMAN	The method you used to neutralize most enemies was to kill them with lethal assault rifles.
RAVEN	The method you used to neutralize most enemies was to kill them with lethal machine guns (including turrets, anti-air cannons, and the helicopter's gatling gun).
WOLF	The method you used to neutralize most enemies was to kill them with lethal sniper rifles.
SHARK	The method you used to neutralize most enemies was to kill them with missiles (rocket launchers, Blast Arm and mortars).
ORCA	The method you used to neutralize most enemies was to kill them with lethal throwing weapons (hand grenades, grenade launchers, Petrol Bombs).
SPIDER	The method you used to neutralize most enemies was to kill them with lethal placed weapons (C4 and mines).
HOG	The method you used to neutralize most enemies was to knock them out by riding into them at full speed with D-Horse.
HOUND	The method you used to neutralize most enemies was D-Dog's "Do it" command (requires a Sneaking Suit or Battle Dress for D-Dog).
BUTTERFLY	The method you used to neutralize most enemies was to have Quiet dispatch them (whether by your command, or at her personal discretion).
OSTRICH	The method you used to neutralize most enemies was to dispatch them while manning D-Walker (either by riding into them or with its weapons).
TORTOISE	The method you used to neutralize most enemies was to dispatch them with vehicles (either by driving into them or by using built-in weapons).
HAWK	The method you used to neutralize most enemies was to have them dispatched by your support helicopter.
WHALE	The method you used to neutralize most enemies was Bombardment via the Fire Support option.
BAT	You used various methods to neutralize enemies, but all in exact numbers (for example: ten kills with a handgun, and ten incapacitations with CQC).

# [GEAR] EMBLEMS

Your emblem is your personal insignia. It is displayed on your character's right shoulder, on the right side of your support helicopter fuselage, on D-Walker, and on the walls of Mother Base.

You can customize your emblem at the Aerial Command Center. Each insignia consists of four parts: a back pattern, a front pattern, and two words (which can be actual words, but also a single letter or digit). Every emblem part can then be moved, rotated, enlarged, shrunk, or colored as you please. The possibilities are endless, and the only restriction is that all word characters must fit within the screen. The following tables list all available emblems with their unlock conditions.

## Emblems: Back

SHAPE	NAME	UNLOCK CONDITION
	Triangle	By default.
	Isosceles Triangle	Complete all Mission Tasks in Mission 05.
	Inverted Triangle	By default.
	Fan	Complete all Mission Tasks in Mission 06.
	Double Inverted Triangles	Complete all Mission Tasks in Mission 07.
	Square	By default.
	Rectangle (Vertical)	Complete all Mission Tasks in Mission 08.
	Rectangle (Horizontal)	Complete all Mission Tasks in Mission 10.
	Trapezoid	Complete all Mission Tasks in Mission 09.
	Parallelogram	Complete all Mission Tasks in Mission 13.
	Flag	Complete all Mission Tasks in Mission 45.
	Arch	Complete all Mission Tasks in Mission 14.
	Rhombus	Complete all Mission Tasks in Mission 15.
	Cross	Complete all Mission Tasks in Mission 12.
	X	Complete all Mission Tasks in Mission 30.
	Pentagon	By default.
	Hexagon	Complete all Mission Tasks in Mission 22.
	Octagon	By default.
	Circle	By default.
	Dog Tag	Complete all Mission Tasks in Mission 02.
	Barrel 01	Complete all Mission Tasks in Mission 16.
	Barrel 02	Complete all Mission Tasks in Mission 17.
	Shield 01	By default.
	Shield 02	Complete all Mission Tasks in Mission 18.
	Shield 03	Complete all Mission Tasks in Mission 20.
	Shield 04	Complete all Mission Tasks in Mission 24.
	Shield 05	Complete all Mission Tasks in Mission 25.
	Shield 06	Complete all Mission Tasks in Mission 27.
	Shield 07	Complete all Mission Tasks in Mission 38.
	Shield 08	Complete all Mission Tasks in Mission 35.
	Shield 09	Complete all Mission Tasks in Mission 41.
	Leaf	By default.
	Arrowhead 01	Complete all Mission Tasks in Mission 26.
	Arrowhead 02	Complete all Mission Tasks in Mission 32.
	Spade	Complete all Mission Tasks in Mission 23.
	Heart	Complete all Mission Tasks in Mission 11.
	Club	Complete all Mission Tasks in Mission 31.
	Diamond	Complete all Mission Tasks in Mission 31.
	Star	Complete all Mission Tasks in Mission 03.
	Lightning	Complete all Mission Tasks in Mission 04.
	Horseshoe	By default.



## Emblems: Back (continued)

NAME	UNLOCK CONDITION
Ellipse	By default.
Circle (Old Mother Base)	Complete all Mission Tasks in Mission 01.
Circle (Peace Walker)	View all cutscenes with Paz.
Diamond	Complete all Mission Tasks in Mission 43.
Shield (C.F.A.)	Complete all Mission Tasks in Mission 21.
Inverted Spade	Complete all Mission Tasks in Mission 19.
Inverted Triangle (Z.R.S.)	Complete all Mission Tasks in Mission 28.
Circle (Outer Heaven)	Complete all Mission Tasks in the secret mission (see page 324).
Z.O.E.	Complete Side Op 49.

## Emblems: Front

NAME	UNLOCK CONDITION
Spade	By default.
Spade (Decorative)	Complete Mission 23 with an S rank.
Heart	By default.
Heart (Decorative)	Complete Mission 11 with an S rank.
Club	By default.
Club (Decorative)	Complete Mission 29 with an S rank.
Diamond	By default.
Diamond (Decorative)	Complete Mission 31 with an S rank.
Star	By default.
Star (Decorative)	Complete Mission 03 with an S rank.
Moon	By default.
Moon (Decorative)	Complete Mission 32 with an S rank.
Lightning 01	By default.
Lightning 02	Complete Mission 04 with an S rank.
Flames 01	Complete the game's Prologue with an S rank.
Flames 02	Complete Mission 20 with an S rank.
Anchor	By default.
Musical Note	Complete Mission 45 with an S rank.
Diamond	Complete Mission 43.
Gear	Complete Mission 12 with an S rank.
Biohazard	Complete Mission 13 with an S rank.
Radiological Hazard	Complete Mission 16 with an S rank.
Earth (Map)	Have over 150,000 Heroism points.
Earth (Wireframe)	Have over 150,000 Heroism points.
Flower	Complete Mission 06 with an S rank.
Garland	Complete Mission 43.
Chick	Complete Mission 18 with an S rank.
Waterfowl	Complete Mission 26 with an S rank.
Crown	By default.
Jeweled Crown	By default.
Skull (Front)	Complete Mission 06 with an S rank.
Skull (Profile)	Complete Side Op 82.
Skull, Ring & Wings	Complete Mission 27 with an S rank.
Skull, Horn & Tail	Complete Mission 30 with an S rank.
Heart, Ring & Wings	Complete Mission 17 with an S rank.
Wings	Complete Mission 10 with an S rank.
Falcon	By default.
Lion	By default.
Pegasus	By default.
Unicorn	By default.
Griffon	By default.
Dragon	By default.

## Emblems: Front (continued)

NAME	UNLOCK CONDITION
Archangel	Complete Mission 25 with an S rank.
Arm	Complete Mission 05 with an S rank.
Sword	Complete Mission 07 with an S rank.
Axe	Complete Mission 08 with an S rank.
Spear	Complete Mission 14 with an S rank.
Handgun	Complete Mission 21 with an S rank.
Assault Rifle	Complete Mission 24 with an S rank.
Gas Mask	Found on Mother Base's Quarantine Platform.
Cardboard Box	Found on Mother Base's Command Platform (first deck complete).
Parachute	Found in Quiet's cell once Side Op 111 is unlocked.
Fulton Recovery Device (Soldier)	Found on Mother Base's Command Platform (second deck complete).
Fulton Recovery Device (Sheep)	Found on Mother Base's Animal Conservation Platform.
Walker Gear	Complete Mission 15 with an S rank.
Tank	Complete Mission 09 with an S rank.
Gunship	Complete Mission 41 with an S rank.
Fighter Jet	Found on Mother Base's Command Platform (third deck complete).
Battleship	Found on Mother Base's Command Platform (fourth deck complete).
Nuke	Complete Mission 31.
Gerbil	Extract this animal.
Long-eared Hedgehog	Extract this animal.
Four-toed Hedgehog	Extract this animal.
Afghan Pika	Extract this animal.
Common Raven	Extract this animal.
Trumpeter Hornbill	Extract this animal.
Black Stork	Extract this animal.
Oriental Stork	Extract this animal.
Griffon Vulture	Extract this animal.
Lappet-faced Vulture	Extract this animal.
Martial Eagle	Extract this animal.
Karakul Sheep	Extract this animal.
Cashmere Goat	Extract this animal.
Nubian	Extract this animal.
Boer Goat	Extract this animal.
Wild Ass	Extract this animal.
Grant's Zebra	Extract this animal.
Okapi	Extract this animal.
Gray Wolf	Extract this animal.
African Wild Dog	Extract this animal.
Side-striped Jackal	Extract this animal.
Brown Bear	Extract this animal.
Himalayan Brown Bear	Extract this animal.
Deathstalker	Extract this animal.
Emperor Scorpion	Extract this animal.
Oriental Ratsnake	Extract this animal.
Black Mamba	Extract this animal.
Tsucinoko	Extract this animal.
Rainbow Agama	Extract this animal.
Namaqua Chameleon	Extract this animal.
Leopard Gecko	Extract this animal.
African Fat-tailed Gecko	Extract this animal.
African Bullfrog	Extract this animal.
Russian Tortoise	Extract this animal.
Leopard Tortoise	Extract this animal.

REFERENCE & ANALYSIS

CODENAMES

EMBLEMS



# [GEAR] EMBLEMS [CONTINUED]

## Emblems: Front (continued)

	NAME	UNLOCK CONDITION
ANIMALS (CONTINUED)	Bechstein's Bat	Extract this animal.
	Rock Hyrax	Extract this animal.
	Tree Pangolin	Extract this animal.
	Sand Cat	Extract this animal.
	Caracal	Extract this animal.
	African Civet	Extract this animal.
	Marsh Mongoose	Extract this animal.
	Red Fox	Extract this animal.
	Blanford's Fox	Extract this animal.
	Honey Badger	Extract this animal.
	Chick	By default.
	Chicken	Receive the corresponding Codename.
	Foxhound	Receive the corresponding Codename.
	FOX	Receive the corresponding Codename.
	Eagle	Receive the corresponding Codename.
	Puma	Receive the corresponding Codename.
	Bear	Receive the corresponding Codename.
	Octopus	Receive the corresponding Codename.
	Mantis	Receive the corresponding Codename.
	Bee	Receive the corresponding Codename.
CODENAMES	Scorpion	Receive the corresponding Codename.
	Piranha	Receive the corresponding Codename.
	Doberman	Receive the corresponding Codename.
	Raven	Receive the corresponding Codename.
	Wolf	Receive the corresponding Codename.
	Shark	Receive the corresponding Codename.
	Orca	Receive the corresponding Codename.
	Spider	Receive the corresponding Codename.
	Butterfly	Receive the corresponding Codename.
	Hound	Receive the corresponding Codename.
	Hog	Receive the corresponding Codename.
	Ostrich	Receive the corresponding Codename.
	Tortoise	Receive the corresponding Codename.
	Hawk	Receive the corresponding Codename.
	Whale	Receive the corresponding Codename.
	Bat	Receive the corresponding Codename.
	Old Mother Base	Complete Mission 01 with an S rank.
	Peace Walker	Watch the final cutscene with Paz.
	Diamond Dogs	Once D-Dog becomes available as a Buddy.
SPECIAL	C.F.A.	Complete Mission 21 with an S rank.
	Rogue Coyote	Complete Mission 19 with an S rank.
	Zero Risk Security	Complete Mission 28 with an S rank.
	Outer Heaven	Complete the secret mission (see page 324) with an S rank.
	Pieuvre Armement	Complete Mission 12 with an S rank.
	Raven Sword	Complete Mission 31 with an S rank.
	Werewolf	Complete Mission 45 with an S rank.
	Praying Mantis	Watch the cutscene where Eli escapes.
	Otselotovaya Khvatka	Complete the secret mission (see page 324) with an S rank.
	Outer Haven	Complete the secret mission (see page 324) with an S rank.
	I	Complete Mission 35 with an S rank.
	?	Complete Mission 38 with an S rank.
	Otaku Spirit	Watch the cutscene where Emmerich is exiled.
	Zan	Complete all missions with an S rank (except those on high difficulty settings).
	Datsu	Complete all missions with an S rank (except those on high difficulty settings).
	Moai	By default.
	Otenko	By default.
	Nero	By default.
	Martian	Complete Side Op 50.
	Jeshuty	Complete Side Op 49.
	Anubis	Complete Side Op 50.
	Venom Snake	DLC.

## Emblems: Word (Numerical)

NAME	UNLOCK CONDITION
All numbers	By default.

## Emblems: Word (Lettering)

NAME	UNLOCK CONDITION
All letters	By default.

## Emblems: Word (Normal)

NAME	UNLOCK CONDITION
ADAM	"04: Bampeve Plantation, SW Guard Post" captured.
AIRBORNE	Complete Key Dispatch Mission 05.
ALIVE	"14: Nova Braga Airport, NE Guard Post" captured.
ANTI	Complete Key Dispatch Mission 11.
AREA	"15: Ditadi Abandoned Village, South Guard Post" captured.
ARMAMENTS	Complete Mission 12.
ARMOR	Complete Key Dispatch Mission 18.
ARMY	"12: Kiziba Camp, South Guard Post" captured.
ARSENAL	Afghanistan Central Base Camp captured.
ASSAULT	Complete Key Dispatch Mission 18.
AVIATION	Complete Key Dispatch Mission 18.
BATTALION	Complete Key Dispatch Mission 16.
BATTLE	By default.
BEAST	Complete Mission 45.
BEAUTY	Complete Mission 45.
BIG	Complete the secret mission (see page 324).
BLACK	"11: Ghwandai Town, NW Guard Post" captured.
BLASTER	"09: Wakh Sind Barracks, South Guard Post" captured.
BLUE	By default.
BOLT	Complete Side Op 144.
BOSS	Complete the secret mission (see page 324).
BOX	"17: Smasei Fort, SW Guard Post" captured.
BOY	By default.
BRIGADE	Complete Key Dispatch Mission 16.
BRONZE	By default.
BROWN	By default.
CAMOUFLAGE	Complete Key Dispatch Mission 09.
CAMP	By default.
CELL	"15: Wialo Village, NW Guard Post" captured.
CHEMICAL	Complete Key Dispatch Mission 07.
CHRYSALIS	Complete Side Op 143.
CIPHER	Complete Mission 30.
CLAWING	"13: Kungenga Mine, SW Guard Post" captured.
COBRA	Have over 150,000 Heroism points.
COCCOON	Complete Side Op 143.
CODE	Complete Mission 29.
COLD	"18: Nova Braga Airport, East Guard Post" captured.
COLOR	"12: Lamar Khaate Palace, North Guard Post" captured.
COMMAND	Complete Key Dispatch Mission 11.
COMMANDOS	"02: Kungenga Mine, NE Guard Post" captured.
COMPANY	Complete Key Dispatch Mission 17.
CONCEALMENT	Complete Key Dispatch Mission 09.
CONTRACT	Complete Mission 21.
CORPS	Complete Key Dispatch Mission 14.
COWARD	"07: Sakhra Ee Village, NW Guard Post" captured.
COYOTE	Complete Mission 19.
CRYING	Complete Mission 45.
CYBORG	Complete all missions (except those on high difficulty settings).
DEAD	"25: Shago Village, East Guard Post" captured.
DECOY	Qarya Sakhra Ee captured.
DETACHMENT	Complete Key Dispatch Mission 14.
DIAMOND	By default.
DIE	"21: Mountain Relay Base, SE Guard Post" captured.
DIVISION	Complete Key Dispatch Mission 16.
DOG	Extracted the puppy.
DOGS	By default.
DREBIN	Bampeve Plantation captured.
DUCK	"08: Yakho Oboo Supply Outpost, SE Guard Post" captured.
DWARF	Kungenga Mine captured.
EASTERN	By default.



## Emblems: Word (Normal) (continued)

NAME	UNLOCK CONDITION
EATER	Munoko ya Nioka Station captured.
ELEMENTS	Complete Key Dispatch Mission 14.
EMERGENCY	Complete Key Dispatch Mission 05.
END	Have over 150,000 Heroism points.
ENGINEER	Complete Key Dispatch Mission 07.
ESCAPE	Complete Key Dispatch Mission 09.
EVA	"05: Ditadi Abandoned Village, NE Guard Post" captured.
EVASION	Complete Key Dispatch Mission 08.
FACE	Complete Mission 30.
FAT	"23: Wialo Village, SE Guard Post" captured.
FEAR	Have over 150,000 Heroism points.
FIRE	"05: Yakho Obso Supply Outpost, NE Guard Post" captured.
FLIGHT	Complete Key Dispatch Mission 05.
FORCES	Complete Mission 21.
FORTUNE	Mountain Relay Base captured.
FURY	Have over 150,000 Heroism points.
GEAR	Complete Side Op 82.
GECKO	"07: Kungenga Mine, West Guard Post" captured.
GIRL	By default.
GOLD	By default.
GRAY	Complete all missions (except those on high difficulty settings).
GREEN	By default.
GROUND	By default.
GROUP	Complete Key Dispatch Mission 14.
GROZNYJGRAD	Complete Side Op 144.
GUNNER	"02: Afghanistan Central Base Camp, South Guard Post" captured.
GUNS OF	Kiziba Camp captured.
HAVEN	Complete the secret mission (see page 324).
HEAVEN	Complete the secret mission (see page 324).
HELL	"21: Munoko ya Nioka Station, West Guard Post" captured.
HORSE	By default.
HOT	"16: Munoko ya Nioka Station, NE Guard Post" captured.
INFANTRY	Complete Key Dispatch Mission 17.
INTELLIGENCE	Complete Key Dispatch Mission 03.
ISLAND	"22: Shago Village, North Guard Post" captured.
JOY	Have over 150,000 Heroism points.
KID	"04: Aabe Shifap Ruins, East Guard Post" captured.
KING	Lamar Khaate Palace captured.
LAND	Complete the secret mission (see page 324).
LAUGHING	Complete Mission 12.
LIBERTY	"24: Spugmay Keep, East Guard Post" captured.
LIQUID	Watch the cutscene where Eli escapes.
LITTLE	"23: Munoko ya Nioka Station, SW Guard Post" captured.
LOST	"11: Masa Village, East Guard Post" captured.
LOVE	Complete Side Op 143.
MACHINEGUN	"03: Serak Power Plant, NW Guard Post" captured.
MAMA	"06: Masa Village, North Guard Post" captured.
MAMBA	Complete Mission 23.
MAN	Da Shago Kallai captured.
MASTER	By default.
MEDICAL	Complete Key Dispatch Mission 07.
METAL	Complete Side Op 82.
MILITAIRES	"19: Munoko ya Nioka Station, NW Guard Post" captured.
MILLER	By default.
MOSES	Da Ghwandai Khar captured.
NAKED	By default.
NEW	By default.
NIGHT	"19: Eastern Comm. Post, West Guard Post" captured.
NINJA	Complete all missions (except those on high difficulty settings).
NORTHERN	By default.
NUCLEAR	Complete Mission 31.
OCÉLOT	By default.
OLD	Ditadi Abandoned Village captured.
OMEGA	By default.
OPERATIONS	Complete Key Dispatch Mission 11.
ORANGE	By default.
OTAKU	Watch the cutscene where Emmerich is exiled.
OUTER	Complete the secret mission (see page 324).
PAIN	Have over 150,000 Heroism points.
PARADISE	Masa Village captured.

NAME	UNLOCK CONDITION
PATRIOTS	Lufwa Valley captured.
PATROL	"09: Ditadi Abandoned Village, North Guard Post" captured.
PEACE	Watch the cutscene where Emmerich is exiled.
PHANTOM	"17: Ngumba Industrial Zone, West Guard Post" captured.
PHILANTHROPY	Yakho Obso Supply Outpost captured.
PINK	By default.
PLATINUM	By default.
PLATOON	Complete Key Dispatch Mission 17.
POLICE	Complete Key Dispatch Mission 19.
PRAYING	Watch the cutscene where Eli escapes.
PREDATOR	"18: Wialo Village, NE Guard Post" captured.
PSYCHO	Watch the cutscene where Eli escapes.
PUNISHED	By default.
PUPA	Complete Side Op 143.
PURPLE	By default.
QUEEN	Da Smasei Laman captured.
QUIET	Complete Mission 11.
RADIO	Complete Key Dispatch Mission 18.
RAGING	Complete Mission 31.
RAIDEN	Complete all missions with an S rank (except those on high difficulty settings).
RANGER	Complete Key Dispatch Mission 19.
RAT	"08: Lufwa Valley, NW Guard Post" captured.
RAY	Serak Power Plant captured.
RECON	Complete Key Dispatch Mission 19.
RED	"14: Smasei Fort, West Guard Post" captured.
REGIMENT	Complete Key Dispatch Mission 16.
RESCUE	Complete Key Dispatch Mission 07.
RESISTANCE	Complete Key Dispatch Mission 09.
REVOLVER	By default.
REX	Complete Side Op 82.
RIOT	Complete Key Dispatch Mission 03.
RISK	Complete Mission 28.
ROGUE	Complete Mission 19.
ROSE	Complete all missions with an S rank (except those on high difficulty settings).
RUNNING	"13: Sakhra Ee Village, South Guard Post" captured.
SCOUT	Complete Key Dispatch Mission 19.
SCREAMING	Watch the cutscene where Eli escapes.
SECURITY	Complete Mission 28.
SENTINEL	"20: Ngumba Industrial Zone, SW Guard Post" captured.
SERVICE	Complete Key Dispatch Mission 05.
SHADOW	OKB Zero captured.
SHAGOHOD	Complete Side Op 144.
SHALASHASKA	By default.
SHELL	"03: Bampave Plantation, SE Guard Post" captured.
SHOOT	"01: Afghanistan Central Base Camp, East Guard Post" captured.
SIGHT	"20: Mountain Relay Base, West Guard Post" captured.
SIGNAL	Complete Key Dispatch Mission 08.
SILVER	By default.
SKULL	Complete Mission 30.
SKULLS	Complete Mission 29.
SMALL	"22: Nova Braga Airport, South Guard Post" captured.
SNAKE	By default.
SNATCHER	Mfinda Oilfield captured.
SNIPER	Complete Mission 11.
SOLIDUS	Watch the cutscene where Eli escapes.
SONS OF	Da Wialo Kallai captured.
SORROW	Have over 150,000 Heroism points.
SOUTHERN	By default.
SPECIAL	By default.
SQUAD	Complete Key Dispatch Mission 17.
STRANGE	Complete Side Op 143.
SURVIVAL	Complete Key Dispatch Mission 08.
SWORD	Complete Mission 31.
TACTICAL	Complete Key Dispatch Mission 03.
TALKER	Complete Mission 29.
TASK	Complete Key Dispatch Mission 11.
TEAM	"10: Kiziba Camp, SE Guard Post" captured.
TECHNICAL	Complete Key Dispatch Mission 03.
TENGU	"01: Kiziba Camp, NW Guard Post" captured.
TWE	Have over 150,000 Heroism points.

NAME	UNLOCK CONDITION
THUNDER	Complete Side Op 144.
TROOPER	"06: Wakh Sind Barracks, NE Guard Post" captured.
ULTRA	"16: Ghwandai Town, SE Guard Post" captured.
UNIT	Have over 150,000 Heroism points.
VAMP	Eastern Communications Post captured.
VENOM	By default.
VULCAN	Wakh Sind Barracks captured.
WALKER	Watch the cutscene where Emmerich is exiled.
WARFARE	Complete Key Dispatch Mission 08.
WEREWOLF	Complete Mission 45.
WESTERN	By default.
WHITE	"10: Sakhra Ee Village, East Guard Post" captured.
WOMAN	By default.
XOF	Complete Mission 30.
YELLOW	By default.
ZANZIBAR	Complete the secret mission (see page 324).
ZEKE	Watch the cutscene where Emmerich is exiled.
ZERO	By default.
ZEROES	By default.
.INC	Complete Mission 28.
893	Nova Braga Airport captured.

REFERENCE & ANALYSIS

## Emblems: Word (Phonetic Codes)

NAME	UNLOCK CONDITION
ALFA	By default.
BRAVO	By default.
CHARLIE	By default.
DELTA	By default.
ECHO	By default.
FOXTROT	By default.
GOLF	By default.
HOTEL	By default.
INDIA	By default.
JULIETT	By default.
KILO	By default.
LIMA	By default.
MIKE	By default.
NOVEMBER	By default.
OSCAR	By default.
PAPA	By default.
QUEBEC	By default.
ROME	By default.
SIERRA	By default.
TANGO	By default.
UNIFORM	By default.
VICTOR	By default.
WHISKEY	By default.
X-RAY	By default.
YANKEE	By default.
ZULU	By default.

EMBLEMS

## Emblems: Word (Codenames)

NAME	UNLOCK CONDITION
CHICK	By default.
CHICKEN	Earn the corresponding codename.
FOXHOUND	Earn the corresponding codename.
FOX	Earn the corresponding codename.
EAGLE	Earn the corresponding codename.
PUMA	Earn the corresponding codename.
BEAR	Earn the corresponding codename.
OCTOPUS	Earn the corresponding codename.
MANTIS	Earn the corresponding codename.
BEE	Earn the corresponding codename.
SCORPION	Earn the corresponding codename.
PIRANNA	Earn the corresponding codename.
DOBERMAN	Earn the corresponding codename.
RAVIN	Earn the corresponding codename.
WOLF	Earn the corresponding codename.
SHARK	Earn the corresponding codename.
ORCA	Earn the corresponding codename.
SPIDER	Earn the corresponding codename.
BUTTERFLY	Earn the corresponding codename.
ROUND	Earn the corresponding codename.
HOG	Earn the corresponding codename.
OSTRICH	Earn the corresponding codename.
TORTOISE	Earn the corresponding codename.
HAWK	Earn the corresponding codename.
WHALE	Earn the corresponding codename.
BAT	Earn the corresponding codename.



[ ! ] CAMOUFLAGE



Your ability to remain unseen depends on a variety of factors that include your stance, your speed of movement, and how you blend in with your environment. The closer you are to enemy soldiers, the higher your overall camouflage index needs to be for you to remain undetected.

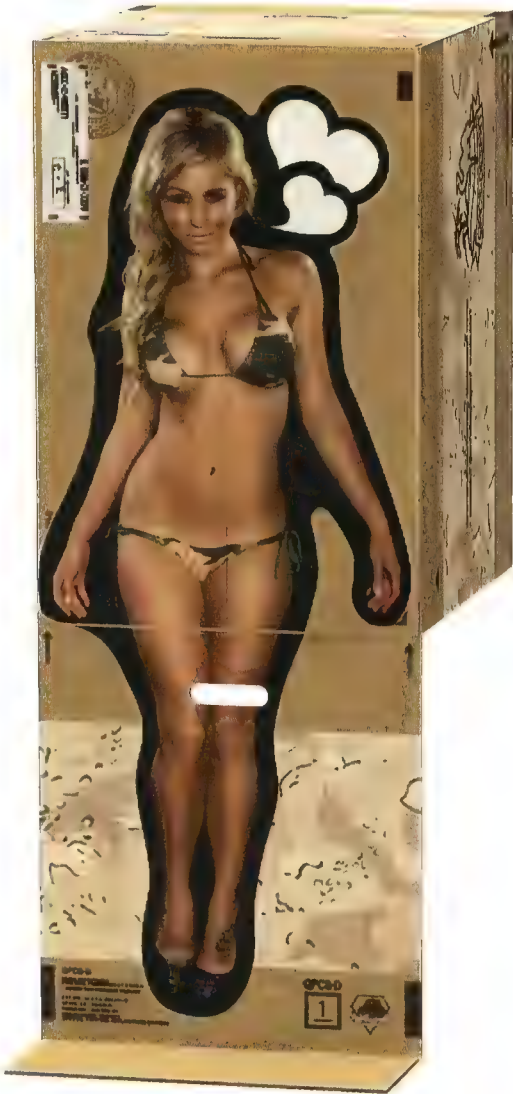
To improve your ability to move around without drawing unwelcome attention, there are many methods and tools that you can put to use. Staples such as lowering your stance and moving slowly are vital throughout the entire adventure, but you should also exploit shadows, cover, grassy areas and uniforms adapted to your current terrain to reduce your visibility. By combining multiple conditions listed in the table below, your character can remain unseen even if a guard stands relatively close ( 01 & 02 ).

Maintaining a high camouflage value at all times is the key to remaining undetected, which is essential if you intend to secure some of the most valuable score bonuses, including “Perfect Stealth, No Kills”, and the ultimate “No Traces” accolade. See our section on Scores on page 296 for details.

Keep in mind, however, that even an extremely high camouflage index doesn’t make you invisible at very close range: unless you are concealed in long grass or behind solid cover, enemies within 10 meters (8 meters if you play dead by activating Stealth Mode) will detect you irrespective of your camouflage.

Camouflage Variations

CATEGORY	CONDITION	CAMOUFLAGE
Stance & Movement Speed	Prone (idle)	+60
	Crawling	+30
	Crouching (idle)	+20
	Crouch-walking	+10
	Upright (idle)	+0
	Walking	-10
	Running	-30
	Dashing/Sprinting	-60
Environmental Factors	In a shadow	+10
	At nighttime	+10
	Pressed against a wall or cover	+10
	Wearing a uniform on surfaces that match its design (see page 264)	+10
	Hiding inside a cardboard box on surfaces that match its design (see page 263)	+10
	Half of the body concealed in grass	+20
	Entire body concealed in grass	+30
	Situated in the direct glare of a searchlight	-60
	Illuminated by an enemy flare	-40
	Illuminated by an ambient light source (such as a lamp)	-20
	Visible muzzle flash when shooting a weapon without a suppressor or relevant modifications (note, however, that if the flash doesn’t cause an enemy to spot you, the sound of the shot usually will)	-60





# [ ! ] TROPHIES & ACHIEVEMENTS

## Trophies & Achievements

ICON	NAME	TROPHY	POINTS	UNLOCK CONDITION
	Awakening	Bronze	15	Complete the Prologue.
	Phantom Limb	Bronze	15	Complete Mission 01 (see page 58).
	Beekeeper	Bronze	15	Complete Mission 06 (see page 70).
	Gears Turn	Bronze	15	Complete Mission 12 (see page 94).
	Caravan	Bronze	15	Complete Mission 16 (see page 112).
	Voices	Bronze	15	Complete Mission 20 (see page 128).
	Immortal	Bronze	15	Complete Mission 29 (see page 158).
	Skull	Silver	30	Complete Mission 31 (see page 164).
	Disappearance	Silver	30	Complete Mission 45 (see page 90).
	Truth	Silver	30	Complete the secret mission (see page 324).
	Apprentice	Bronze	15	Complete a mission using a Combat Unit staff member instead of Big Boss. To do so, use the Select Character option on the Sortie Prep screen.
	Accomplished	Silver	30	Complete all missions.
	Executed	Silver	30	Complete all Mission Tasks.
	Elite	Gold	100	Complete all rated missions with an S rank.
	Undertaken	Bronze	15	Complete a side op.
	Cleared	Bronze	15	Complete all "Mine Clearing" side ops (see page 226).
	Achieved	Silver	30	Completed all side ops.
	Captured	Bronze	15	Capture an outpost or guard post. This is achieved by eliminating or incapacitating all enemy soldiers in any given outpost or guard post.
	Deployment	Silver	30	Complete all Key Dispatch Missions (see page 267).
	Intruder	Bronze	15	Play an "Infiltration" FOB mission (see page 282).
	Cry Havoc	Bronze	15	Make D-Dog available for deployment as a Buddy (see page 303).
	Speechless	Bronze	15	Make Quiet available for deployment as a Buddy (see page 304).
	Trusty Steed	Bronze	15	Raise your Bond with D-Horse to the maximum level (see page 303).
	Man's Best Friend	Bronze	15	Raise your Bond with D-Dog to the maximum level (see page 303).
	War Buddy	Bronze	15	Raise your Bond with Quiet to the maximum level (see page 304).
	Extraction	Bronze	15	Fulton extract an enemy soldier.
	Interrogation	Bronze	15	Interrogate an enemy soldier using either the "Spit it out" or "Where are the rest?" commands (see page 26).
	To The Rescue	Bronze	15	Extract a female prisoner. This can be achieved in many missions, such as Mission 24 (see page 144).
	Platoon	Bronze	15	Increase Mother Base staff to 50 or more personnel.
	Battalion	Bronze	15	Increase Mother Base staff to 250 or more personnel.
	Army	Silver	35	Raise all Mother Base teams/units to Level 50.
	Enhancement	Bronze	15	Research 50 or more development items (see page 256).
	Reinforcement	Silver	30	Research 100 or more development items (see page 256).
	Locked and Loaded	Gold	100	Research 300 or more development items (see page 256).
	Architect	Silver	30	Construct all available platforms for Mother Base (this does not include the Animal Conservation Platform, Quarantine Platform, or FOBs) (see page 252).
	Deterrence	Bronze	15	Develop a nuclear weapon. This can be achieved from the Resources menu. See page 282 for advice.
	Disarmament	Bronze	15	Dispose of a nuclear weapon that you own. This can be achieved from the Resources menu by selecting the "Nuclear Waste" option.
	Prosperity	Bronze	15	Earn a total of 10 million GMP or more. To give you a sense of scale, completing all missions with an S rank alone will reward you with approximately 10.28 million. You should easily accomplish this before you reach the end of the main storyline.
	Conservation	Silver	30	Extract all wild animal species, including those caught with Capture Cages. See page 311 for details.
	Collector	Silver	30	Obtain all Blueprints and Key Items. See page 306 for details.
	Reminiscence	Bronze	15	Obtain all Memento Photos. See page 306 for details.
	Hero	Silver	30	Become a "Hero". This is achieved by completing Mission 31 and reaching the 150,000 Heroism points milestone (see page 300).
	Legend	Platinum	-	Get every Trophy (PS4 and PS3 only).

REFERENCE & ANALYSIS

CAMOUFLAGE

TROPHIES/ACHIEVEMENTS







- QUICKSTART
- PRIMER
- WALKTHROUGH
- SIDE OPS
- MOTHER BASE
- REFERENCE & ANALYSIS
- EXTRAS
- INDEX

# EXTRAS

This chapter offers a list of secrets, Easter eggs and fun facts in *Metal Gear Solid V*, as well as an extensive analysis of the entire *Metal Gear* series narrative to date.

**SPOILER WARNING:** If you have yet to complete the game's main storyline, *do not read this chapter*. The following pages contain spoiler material and plot revelations that will diminish your experience if studied prematurely.



# [!] SECRETS

## The Secret Mission



Observant readers will have noticed the glaring absence of Mission 46 in the game's mission list. This does exist, but very specific conditions must be met before this "secret" episode is unlocked.

At the express request of Konami, we cannot reveal details on how to unlock Mission 46, or disclose anything about its contents. However, we will offer online updates and information as they become available. Visit [www.piggyback.com/en/mgsv](http://www.piggyback.com/en/mgsv) for details, or simply use the QR code on the left.

## Fun Facts

### Missions

When you rescue Miller during Mission 01, he asks you to say the magic words ("Kept you waiting, huh?"). If you press **△/Y**, Big Boss will actually say these words for him.

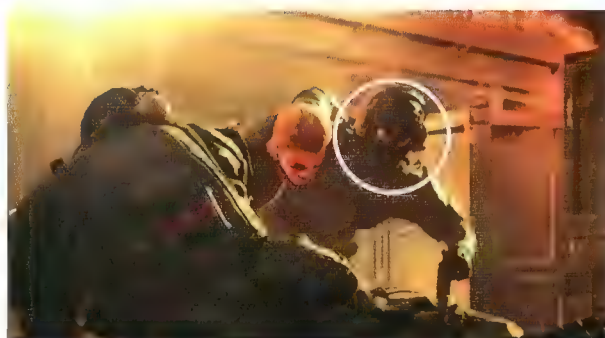
If you destroy all communication devices in the Eastern Communications Outpost prior to launching Mission 04, you can complete the mission instantly, without actually having to do anything. This triggers a special contextual radio sequence, but you receive no score.



During Mission 15, you can load all four Walker Gears (your mission targets) into the local truck and exfiltrate the hot zone by land. This is, of course, easier said than done – though perhaps a little less difficult to achieve if you order the delivery of a large truck via a supply drop. Firstly, you need to clear the outpost of all guards, just to be safe. Secondly, you have to drive the truck to a position below a rock of sufficient height with a clean vertical face to facilitate the loading process. Once everything is set up, simply climb aboard each Walker Gear in turn and drop them directly into the truck. You can expect awkward collisions when two Walker Gears come into contact, but we can assure you that it is possible. Once all machines are inside the truck, carefully drive out of the hot zone.



Several cameras are deployed around the airport during Mission 21. You can destroy the posts on which they are mounted prior to the mission to ensure they will not be a threat during the actual assignment.



Mosquito, the target you have to neutralize during Mission 22, is actually the same soldier who helped Miller to escape Mother Base just before it sank into the ocean in *Ground Zeroes*.



The pig's head right in front of Eli's chair during Mission 23 oinks when you shoot at it



During Mission 28, the candles in the mansion's basement where Code Talker is being held shine brightly when the Navajo is nearby, and grow dim when Big Boss approaches.



When you complete Side Op 1 to extract a Russian-speaking soldier to provide translation services, you might expect that the fairly lengthy conversation that you can hear when you reach the interpreter is just ambient dialogue, perhaps repeated from elsewhere. This isn't actually the case: it's a unique sequence that only happens once. Their conversation goes as follows:

**Soviet Soldier:** You do speak English, right? Interpretation section for Western information must be pretty hard. I see the light turned on until late in the evening

**Interpreter:** Yes, we read their newspapers or magazines the whole day. I also dream in English

**Soviet Soldier:** Really? Tell me something interesting that I can tell an American someday

**Interpreter:** Alright, then repeat after me.

**Interpreter:** I spent...

**Soviet Soldier:** I spent

**Interpreter:** ...last night

**Soviet Soldier:** ...last night

**Interpreter:** ...with your girlfriend

**Soviet Soldier:** ...with your girlfriend.

**Interpreter:** Not bad

**Soviet Soldier:** Fine. What does this mean?

**Interpreter:** It means, "I'm a good friend of your friend."

**Soviet Soldier:** Nice sentence! Even in the Cold War, nothing is better than to be friends

**Interpreter:** Yeah, so that we can exchange blows

**Soviet Soldier:** Ha ha, indeed! Teach me more someday

**Interpreter:** Sure. Bye.



The A.I. Pod that you retrieve during Side Op 143 will speak lines from *Metal Gear Solid 3* and *Peace Walker* if you shoot it with a lethal weapon. Once it has been transferred to Mother Base you will need to wait until you research a firearm with glass-piercing capability (such as the WU S.Pistol AP) to trigger the same effect.

## Equipment



When hiding inside a cardboard box, you can stand up and walk by pressing **(X/A)**. If you quick dive while in this position, Big Boss will perform a slide, which can briefly knock down an enemy soldier.



While wearing the Cyborg Ninja or Raiden uniform, you can dash at enemy soldiers to knock them down. They will get back up immediately, but this gives you sufficient time to follow up with a firearm or CQC technique.

EXTRAS



SECRETS

Certain items, such as night-vision goggles or the Rocket Arm, consume battery power. The time required for one battery gauge section to refill varies from 20 to 67 seconds. This depends on two factors: your movements (for a kinetic charge), and the availability of direct sunlight (for solar cell charging). For the fastest possible recharge time, sprint or gallop at full speed when the sun is bright.



The water pistol has a very useful hidden application. If you use it to fire at small electrical devices such as radio transmitters, antennas and power systems, it will destroy them without causing any noise. Enemies might still react to this and come to investigate, but will usually not attribute the event to the presence of an intruder.

You can perform quick dives or hide in a cardboard box to extinguish flames more quickly when your character is on fire.

After you throw a stun grenade, you can hide inside a cardboard box to completely avoid the effects when it detonates.

When you activate a Decoy, it will stun any soldier standing directly above it.



## Equipment (continued)



If you shoot Quiet with the water pistol, she has a short “wiggling” animation due to the parasites in her body absorbing the water. The same thing will happen if you spray water on the Skulls, briefly interrupting their actions.



Performing a headshot on a soldier with the water pistol blinds him for a moment – long enough for you to interrupt a Reflex Mode detection and finish off the guard before he can raise the alarm.



If you manage to hit a soldier’s head with an empty magazine clip during Reflex Mode, this stuns him instantly, with a very funny “ding!” noise. This trick even works on enemies wearing helmets.

## Miscellaneous

Big Boss’s default dash/sprint speed is 30 kph (19 mph). However, you can increase this significantly by researching and equipping certain pieces of equipment. This can actually make a massive difference in assignments where time is of the essence, or when you want to complete missions with an S rank through speed-related bonuses.

Equipment	Dash/Sprint Speed
Default	30 kph (19 mph)
Bionic Arm: Mobility 3 Upgrade	36 kph (22 mph)
Uniform: Cyborg Ninja	39 kph (24 mph)
Uniform: Raiden	45 kph (28 mph)



If you return to the ACC while suffering from a serious injury, Big Boss will have a drip attached. If you were seriously injured twice or more, he receives a blood transfusion instead.



The ability to kick prone soldiers to awake them from the **ZZZ** or **STN** status can be useful if you need to “refresh” their period of unconsciousness before it expires, or if you want to interrogate a particular individual. However, you should note that kicking soldiers repeatedly can be fatal.



Quiet has a short reaction when it rains when she’s deployed as a Buddy. This only happens outside combat situations, though.



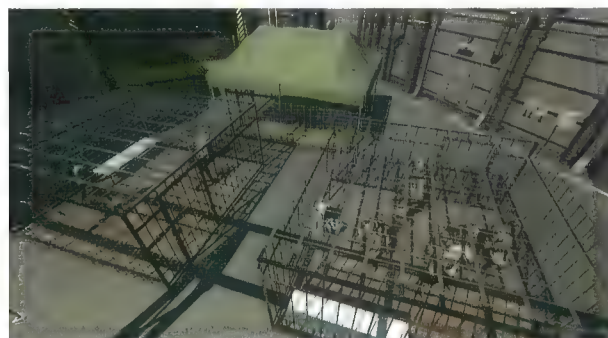
Each serious injury to the torso reduces Big Boss's maximum health total by 5%, up to a maximum cumulative 30% reduction. From 15%, Big Boss adopts a weary pose when left idle. You can only recover from this by returning to the Aerial Command Center. The same applies to the limited visibility on-screen effect, which lasts for two seconds after each injury – up to a maximum 12 seconds.



If you cause a low-voltage overhead power line to fall while it is raining, it will lead to electricity damage in the vicinity where it falls, which can shock and instantly stun any soldier within range.



If you hold **L2**/**TU** as you perform a CQC combo on a soldier, you can steal his weapon and hold him up – or finish him off with it.






Skull specimens that you Fulton extract (which becomes possible after you complete Mission 29) are transferred to Mother Base's Quarantine Platform, along with the remains of the Man on Fire once you have completed Side Op 144.

If a regular soldier casts eyes upon a puppet soldier, the sheer shock will cause him to fall unconscious.

Destructible objects will be repaired or replaced after you complete five missions. This includes watchtowers, radio transmitters, searchlights, antennas, power systems, wooden bridges and toilets. This same rule applies to objects that you can Fulton extract, such as containers and turrets.

During your stays on Mother Base, if you select a different landing zone while aboard the helicopter, it will take you to your new destination instead. This can be a great opportunity for sightseeing.

EXTRAS

Mother Base Staff members within the same unit or team will learn the languages spoken by their comrades. The progress they make is represented by speech bubble icons on their individual stat sheets in the Staff Management menu:   

SECRETS



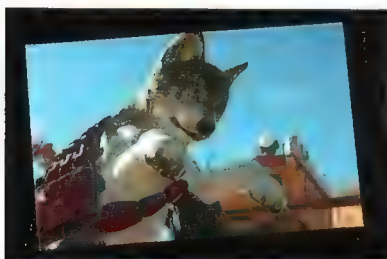


## ACC Pictures

As you progress in the storyline and achieve specific feats, pictures are added or removed from the interior of the Aerial Command Center. Here is a selection of what you can unlock.



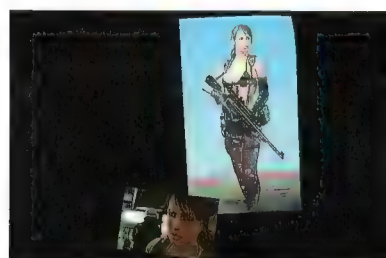
As you complete main story missions, classified documents are added to the ACC's ceiling, reflecting the intel you retrieve during your assignments. The main milestones that expand the collection are passed on completion of Missions 06, 12, 20, and 31.



The first photo is added when you extract the puppy; the second is added when the puppy grows into D-Dog and joins you as a deployable Buddy.



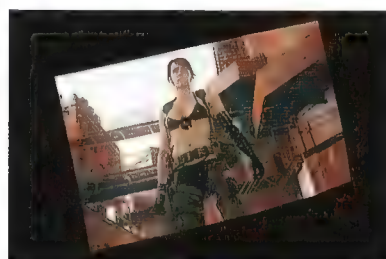
These two pictures appear after you've Fulton extracted 10 and 30 soldiers respectively.



Quiet's picture is added to the left of Big Boss once the sniper becomes available as a Buddy.



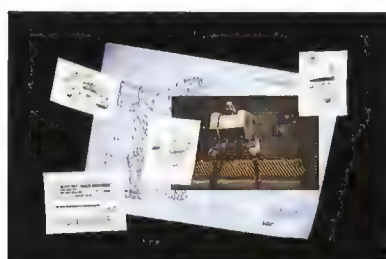
These two pictures appear after you've Fulton extracted 150 and 400 soldiers respectively.



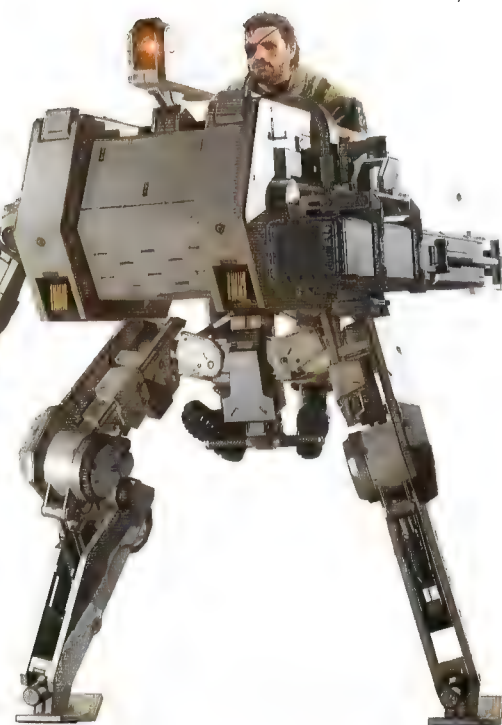
This picture of Quiet appears once your Bond with her reaches 80%.



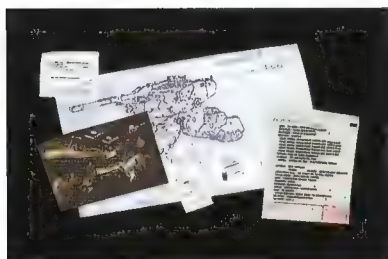
These two pictures appear after you've Fulton extracted 5 and 10 prisoners respectively.



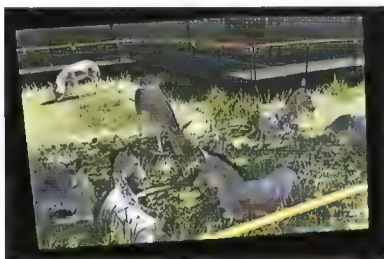
This picture and the designs of D-Walker appear after you complete Mission 13 and you receive the Walker Gear as a new Buddy.







When Emmerich finalizes Battle Gear for deployment on Dispatch Missions, these documents are added to the left of Big Boss.



This picture appears on Big Boss's right once you've extracted a total of ten Wild Asses, Karakul Sheep, or Cashmere Goats.



This appears after you've extracted a total of ten Grant's Zebras, Okapis, Nubians or Boer Goats.

EXTRAS



This is unlocked if you fulfill two conditions: first, you must have extracted both a male and a female of the Sheep, Cashmere Goat, Nubian and Boer Goat species; second, at least 30 of your most recent 50 animal specimens must be animals of these species.



This is unlocked if you fulfill two conditions: first, you must have extracted at least one specimen of the Wild Ass, Grant's Zebra, and Okapi species; second, at least 30 of your most recent 50 animal extractions must be specimens of these species.



This is unlocked if you fulfill two conditions: first, you must have extracted at least one specimen of the Gray Wolf, African Wild Dog, and Side-striped Jackal species; second, at least 30 of your most recent 50 animal specimens must be animals of these species.

SECRETS



This is unlocked if you fulfill two conditions: first, you must have extracted at least one specimen of the Sheep, Cashmere Goat, Nubian and Boer Goat species; second, at least 30 of your most recent 50 animal extractions must be specimens of these species.



This set of pictures appears on Big Boss's right once you've extracted one specimen of all animal species.





# [!] STORY RECAP [SPOILER WARNING!]

We strongly suggest that you do not read this section prior to completing the entire *Metal Gear Solid V: The Phantom Pain* story at least once. It is packed with major spoilers, and you will find it much more rewarding to experience the narrative in the way its designers intended.



## METAL GEAR SOLID 3 SNAKE EATER

Starring Big Boss  
(AKA Naked Snake)

## METAL GEAR SOLID V GROUND ZEROES

Starring Big Boss

## METAL GEAR

Starring Solid Snake



Starring Big Boss

## METAL GEAR SOLID V THE PHANTOM PAIN

Starring Big Boss (AKA Venom Snake)





1999

2005

2007-  
2009

2014

EXTRAS

STORY RECAP



METAL GEAR 2  
SOLID SNAKE  
TACTICAL ESPIONAGE ACTION

Starring Solid Snake

TACTICAL ESPIONAGE ACTION  
METAL GEAR SOLID 2  
SONS OF LIBERTY™

Starring Solid Snake & Raiden

TACTICAL ESPIONAGE ACTION  
METAL GEAR  
SOLID 3

Starring Solid Snake

METAL GEAR SOLID  
GUNS OF THE PATRIOTS™ TACTICAL ESPIONAGE ACTION

Starring Solid Snake  
(AKA Old Snake)

The story of the *Metal Gear* series spans over one hundred years, from the origins of The Philosophers in the early 1900s to the conclusion of *Metal Gear Solid 4* in 2014. Each game is broadly a self-contained episode, yet they are all intricately interwoven; to have missed an installment can rob certain encounters or revelations of their full impact. In this extensive story recap, we explore the key moments and developments in the Metal Gear canon to enable readers, die-hards and newcomers alike, to better enjoy this absorbing tale. The density and complexity of the plot is such that we have deliberately, albeit with great regret, omitted a number of characters and events in an effort to make the overall picture more accessible.



## Early 1900s

The starting point of the *Metal Gear* saga, the creation of The Philosophers, occurred during the early 1900s. This unique and deeply secretive organization was established by a select group of eminent figures from the three countries that were to dominate the century that lay ahead: the United States, Russia and China. Together, these individuals amassed a functionally boundless supply of funds, known as The Philosophers' Legacy, that they believed would be sufficient to win any present or future world conflict. Those who wield the resources to wage war also possess the means to prevent it, and the Philosophers sought to achieve this noble goal by using their incredible resources and powerful influence to steer world history away from brutal, needless warfare.

However, with time and the death of its founding members, the raison d'être of this clandestine committee was gradually corrupted; the Philosophers' philosophy was not passed on to posterity. In the confusion and chaos that ensued after the Second World War, the U.S.S.R. — or, more precisely, an individual named Volgin — gained sole possession of the Philosophers' Legacy. This development is the catalyst for the events of *Metal Gear Solid 3*.

## 1964 – Metal Gear Solid 3: Snake Eater

During the Cold War, the U.S. and U.S.S.R. were obliged to respect the doctrine of "mutual assured destruction": the fact that a nuclear strike by one nation would inevitably lead the other to retaliate with equal or greater force. With outright conflict impractical and unconscionable due to the inconceivable horrors that it would inevitably unleash, the nations instead rattled their figurative sabers in proxy wars on both actual and ideological battlefields.

### THE SHAGOHOD



The events of *Metal Gear Solid 3* take place in 1964 in the context of the Cuban Missile Crisis, a breakdown in diplomacy that brought both superpowers closer to Armageddon than ever before or since. This is but a backdrop, however: the true story of *Metal Gear Solid 3* concerns the fight between the three countries that created the Philosophers' Legacy to retrieve it from the clutches of Colonel Volgin.

### NAKED SNAKE, later known as Big Boss



An American agent (Naked Snake), part of a CIA special services division called FOX, and supported by a remote team that includes his commander (Major Zero), is sent into Soviet territory by the U.S. secret services. The objectives of his mission are to:

- **Destroy the Shagohod**, a weapon so powerful that it could disrupt the delicate balance that prevents nuclear warfare between the two superpowers;
- **Assassinate Colonel Volgin**, the man in sole possession of The Philosophers' Legacy, who plans to overthrow Soviet Premier Nikita Khrushchev's government and use the Shagohod weapon to enable the U.S.S.R. to win the Cold War;
- **Execute "The Boss"**, the most renowned U.S. secret agent of all time, and Naked Snake's mentor, who chose against all odds to betray her country and join forces with Colonel Volgin, providing him with two U.S.-made portable nuclear warheads as a token of her sincerity.

A master in the arts of infiltration and survival techniques, Naked Snake succeeds, after a tortuously demanding mission, in destroying the Shagohod and eliminating Volgin and The Boss. It becomes clear, in the end, that the defection of The Boss was an uncompromising deception designed to enable her to approach Volgin and play an integral, irreplaceable role in the retrieval of the Philosophers' Legacy and the prevention of nuclear war. Her final duty was to accept her role as a traitor to the last, and die at the hands of her apprentice in order to conceal the facts of her mission. It is also revealed that Ocelot, a young prodigy of the Russian military who was seemingly loyal to Volgin, was actually a double agent working for the United States government.



The biological son of The Boss, he in fact helped recover the microfilm containing the access codes to The Philosophers' Legacy (or, as we later learn, half of it), and was working to further the interests of the CIA the whole time.

The Boss is certainly the one who knew best what the whole incident had in store for her. A patriot to the very last, she accepted the sacrifice of dying for her country by assuming the tawdry mantle of a turncoat. Naked Snake finally comprehends the gravity of her gesture at the conclusion of the adventure. His grief and disenchantment are heightened by the sheer perversity of his subsequent elevation to the rank of "Big Boss" by the superiors that so casually discarded his predecessor, the woman he worshipped above all others.

This was the price of The Boss's ideal, the cost of her commitment. She was ready to die for the way of life she freely chose, the expression of liberty that she lived for. The death of The Boss is a shockwave that reverberates throughout the entire *Metal Gear Solid* series. Though the light of every individual is inevitably extinguished on one fateful day or another, some continue to illuminate the world they left behind for many years to come. Others, by the same token, cast long shadows...

THE BOSS

EXTRAS

STORY RECAP

MAJOR ZERO

COLONEL VOLGIN

OCELOT





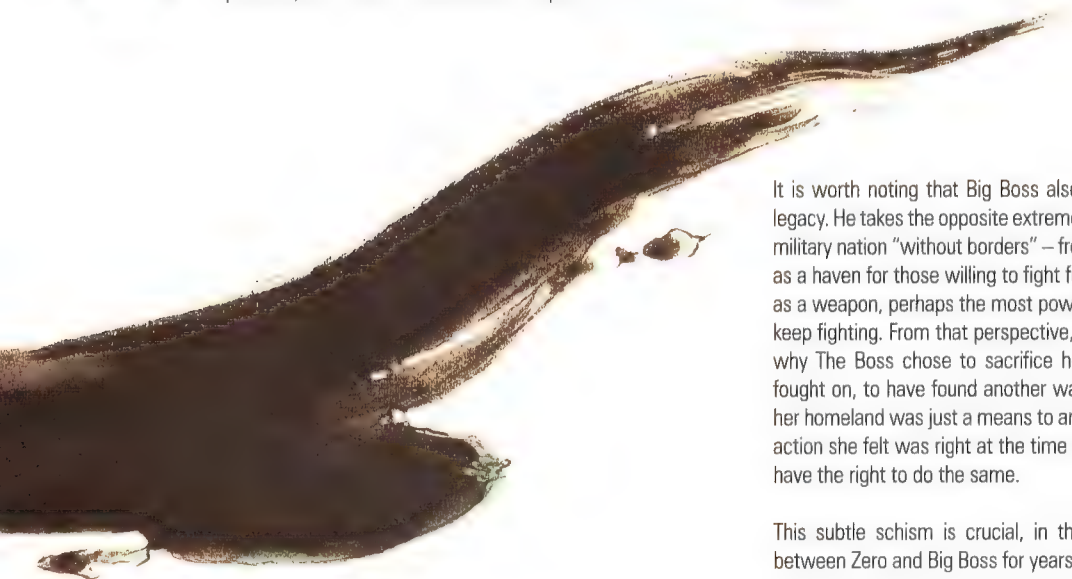
NAKED SNAKE



## Early 1970s – Creation of Cipher

In the aftermath of The Boss's death, Major Zero and Big Boss (Naked Snake, having accepted his new title) choose to embrace the ideals that they believe The Boss held dear. Her willingness to surrender all for the protection of her country leaves an indelible impression, and leads to the creation of Cipher in 1970.

literally – to him, a “world without borders” is one where everyone on the planet is unified under a single system. The world, in Zero's eyes, is just a collection of tools that he might use to achieve his goals – and, unfettered by sentimentality, he believes that the end justifies the means, no matter the cost.



EXTRAS

STORY RECAP

It is worth noting that Big Boss also misinterprets The Boss's ideal and legacy. He takes the opposite extreme interpretation and strives to create a military nation “without borders” – free of all political influence and serving as a haven for those willing to fight for themselves. He recognizes himself as a weapon, perhaps the most powerful of all, and believes that he must keep fighting. From that perspective, he has difficulty in truly appreciating why The Boss chose to sacrifice herself. In his mind, she should have fought on, to have found another way, whereas for her, giving her life for her homeland was just a means to an end. She simply chose the course of action she felt was right at the time and believed that all humanity should have the right to do the same.

This subtle schism is crucial, in that it will drive the nascent conflict between Zero and Big Boss for years to come, and ultimately be the origin of all key events in all future episodes in the story.

Led by Major Zero in person, and co-founded by Big Boss and Ocelot (among other select associates), Cipher is envisaged by its creators as both a powerful intelligence agency serving broad North American interests, but also a benevolent steering committee seeking to benefit the global community as a whole – a reimagined version of the original Philosophers, bankrolled by a huge portion of their precursors' funds retrieved, in secret, after Operation Snake Eater. Under the specific auspices of

Major Zero, however, Cipher soon begins to adopt a radical solution to ensure peace and unify nations under a single command via a process of gradually imposing the political, economic and social model of the United States on the rest of the world.

By standardizing other nations through subtle manipulation, nurturing facsimiles of their own cultural and political landscape, Zero believes that he might prevent future opposition or outside threats: homogenized states should have less cause to quarrel. In doing so, he misinterprets the true passion behind the principles of the woman that inspired him: that a belief in individual liberty underpinned her desire to defend her nation at all costs, even at the expense of the ultimate act of sacrifice.

Where The Boss sought to create a world without borders, seeing herself as a tool or a weapon to achieve that end, Cipher – for which, read: Zero – increasingly seeks to unite the world by means of total control and domination of the entire globe. His mistake is that he interprets The Boss's will too

With the practically inexhaustible resources that The Philosophers' Legacy puts at Zero's disposal, the influence of Cipher grows as banks, foundations, corporations and even governments come to rely on his investments. With the legendary Big Boss promoted as an icon, helping to guide the opinions of the masses and rich and powerful alike, Cipher begins to shape the development of the world's political and social landscape. As the organization's power grows, so too does the disenchantment felt by Big Boss, who feels manipulated and exploited by Zero, not to mention at odds with his ideology.

Aware of the growing distance between the friends, Zero secretly launches the “Les Enfants Terribles” project in 1971-1972. Concerned by their philosophical differences, Zero realizes that Big Boss is on the brink of leaving the organization and plots to ensure that the group can somehow retain this critical ally... not to mention secure the genetic legacy of a man perceived as the greatest soldier in history. As a result, three clones of Big Boss are created in utmost secrecy: Solid Snake, Liquid Snake, and, later, Solidus Snake. When Big Boss learns of this profound betrayal, he comes to realize that his friend attaches little, if any, significance to the founding principles of their organization, and that his thirst for power would eventually suffocate all freedom in the world.

At this stage, the estrangement of the two is complete. Major Zero dreams solely of control over minds and information, for a greater good of his personal design. In sharp contrast, Big Boss now aspires to achieve the antithetical extreme – freedom from any form of governmental control. Big Boss resigns from Cipher and disappears to found his own group of independent mercenaries, while Zero further consolidates his power and influence.



MAJOR ZERO



OCELOT



## 1974 – Metal Gear Solid: Peace Walker

Having broken away from the United States in general, and Major Zero in particular, Big Boss stands ready with freshly recruited troops to offer his military services to any potential client. This is how the Peace Walker Incident begins.

Big Boss's second in command, Kazuhira Miller, finds their first customers: a professor from Costa Rica's University for Peace and one of his students, Paz Ortega. Both claim they wish to repel a mysterious armed group that has invaded their country. This force, called the Peace Sentinels, is actually a de facto creation of the CIA. Intuiting that the professor himself belongs to the KGB, and reluctant to dive back into the old, seemingly interminable struggle between the superpowers, Big Boss only accepts the mission after hearing a recording in which the voice of his former mentor, The Boss, is clearly heard. Puzzled, as she cannot possibly have survived their duel in 1964, he secretly hopes that his involvement will enable him to learn more.



BIG BOSS

KAZUHIRA MILLER



Garrisoning his troops in an offshore facility off the coast of Central America that they christen Mother Base, Big Boss completes a complex mission involving a walking nuclear tank known as Peace Walker, developed by a wheelchair-bound scientist named Huey Emmerich – a researcher who will play an important part in future events. A defining idiosyncrasy of this weapon is that it is equipped with an advanced artificial intelligence that can decide, with complete autonomy, whether to retaliate in the event of an enemy attack.

The artificial intelligence is the work of Dr. Strangelove – a former associate of The Boss. Strangelove created the A.I. based on a sophisticated statistical model of The Boss, taking into account everything from her history to her records, physiological data, correspondence, and emotional profile. Driven by an obsessive love, Strangelove's ambition is to resurrect The Boss in a virtual form. This revelation, of course, explains the origin of the voice that caused Big Boss to accept the mission.

Despite a fierce battle against Peace Walker, Big Boss fails to stop an imminent nuclear launch, and it is only the robot's A.I. itself, perhaps authentically replicating the incorruptible ideals of The Boss, that saves the day by sinking Peace Walker at the bottom of Lake Nicaragua.



These events only serve to reinforce Big Boss's belief that governments and their associated agencies cannot be trusted, and that he is himself a weapon whose purpose is to grow *ever* stronger and to never, ever give up the fight. He decides to expand his own organization both by recruiting troops and by hiring Emmerich and Strangelove to design their own advanced nuclear deterrent on Mother Base – a bipedal tank that they decide to name Metal Gear ZEKE.

Once this Metal Gear is functional, it is stolen by Paz, who reveals that her allegiance lay with Cipher all along. Paz attempts to convince Big Boss to join Zero and to have Mother Base become the military arm of Cipher. With little possibility of agreement or compromise, Big Boss has no choice but to fight Metal Gear ZEKE, the climactic explosion of the tank leading Paz to seemingly sink without trace in the Caribbean.

Though a trial for Big Boss, the damage to ZEKE is only a setback: with careful salvage and the expertise of Strangelove and Emmerich, the Metal Gear can be restored. With a well-trained army, a Mother Base, and a Metal Gear possessing nuclear capabilities, Big Boss is well on his way to fulfilling his dream of building a nation for himself and his men. In the post-credits sequence that concludes the Peace Walker story, he makes a speech that clarifies his motivations, and the purpose of Mother Base:

*"We will forsake our countries, we will leave our motherlands behind us and become one with this Earth. We have no nation, no philosophy, no ideology, we go where we're needed, fighting not for country, not for government, but for ourselves. We need no reason to fight, we fight because we are needed. We will be the deterrent for those with no other recourse. We are soldiers without borders, our purpose defined by the era we live in; we will sometimes have to sell ourselves and services. If the times demand it, we'll be revolutionaries, criminals, terrorists. And yes, we may all be headed straight to Hell, but what better place for us than this?"*

Naturally, this is not something that Major Zero is prepared to permit – both in principle, and because of the precedent it sets for others who might recognize and struggle against the gossamer yoke of Cipher's ever-growing web.

EXTRAS

STORY RECAP

PAZ ORTEGA

DR. STRANGELOVE

HUEY EMMERICH





## 1975 – Metal Gear Solid V: Ground Zeroes

Now a true legend among soldiers worldwide, from decorated commanders to the lowliest mercenaries, Big Boss is at the head of a formidable military unit who aspire to call themselves a nation – even if this makes them enemies of Cipher and established sovereign states, particularly the major powers.

Paz, who survived the explosion of Metal Gear ZEKE and was rescued by a fisherman, is intercepted by Cipher agents, who interrogate her in a U.S. military base on the southern tip of Cuba known as Camp Omega. Soon afterwards, Mother Base is contacted by representatives of the International Atomic Energy Agency (IAEA), who demand access to Mother Base for an immediate nuclear inspection in light of damning rumors sweeping through the international community.



CHICO



PAZ

It is Huey Emmerich who convinces the reluctant Big Boss and Miller to comply, arguing persuasively (among other stratagems) that a pass from the IAEA would be far preferable to their intended plan of merely attempting to stonewall the agency with legal technicalities. Emmerich informs the IAEA that Mother Base will comply, and a date is set for the inspection. Preparations are made to hide ZEKE and conceal all evidence of their nuclear capabilities on Mother Base.

Meanwhile, Chico, a boy rescued by Big Boss and a long-term resident of Mother Base, learns of Paz's predicament, and, his mind clouded by his love for the young woman, slips away to rescue her himself. He only comprehends the depth of his naivety at the last moment, when he is captured with great ease by the Camp Omega troops. Both he and Paz are subjected to protracted, abhorrent tortures to force them to reveal critical information about Mother Base.

Big Boss learns of their internment on the eve of the IAEA inspection and, aware of the sensitivity of extracting them from Camp Omega, resolves to undertake the urgent mission personally. He arrives at the outskirts of the facility just as the inspection force departs for Mother Base.

Big Boss successfully locates and rescues Chico, then Paz. During the chopper ride back home, Big Boss discovers that the incoherent Paz has been surgically implanted with an explosive device. After the on-board medic removes it in a traumatic procedure, Big Boss arrives back at Mother Base to witness the final stages of his facility being razed by the so-called inspection team – who are actually soldiers belonging to an elite, enormously secret Special Forces unit known by the designation "XOF".

The IAEA inspection, and a precision-targeted leak of information that compelled Big Boss to launch a simultaneous rescue mission at Camp Omega, were the setup for a plan initiated by Skull Face to utterly destroy Mother Base. Big Boss manages to rescue Miller from XOF forces before bullets, bombs or waves can claim him, but a second explosive device planted in Paz's body takes them by surprise and causes their chopper to crash. Despite the sacrifice of the on-board medic, who uses his body to shield Big Boss from the explosion, the grievously wounded Big Boss is left comatose by the event.

Though the truth of the matter would not emerge until a decade later, Huey Emmerich's betrayal of Big Boss and his comrades on Mother Base was profound: he actually made direct contact with XOF during the IAEA "negotiations" to ensure his own survival, and facilitated the circumstances that led the facility to be overrun with such merciless efficiency.

In a twist that sets up the events of *The Phantom Pain*, Major Zero must also contend with betrayals by a trusted underling in his shadowy organization. Unbeknownst to Big Boss, Zero long ago established another clandestine special unit, XOF, that was originally tasked to provide imperceptible yet essential support to FOX operatives during their missions – including Operation Snake Eater in 1964. From advance groundwork and hidden logistical support to clean-up operations, XOF was FOX's midday shadow.

In later years, following Big Boss's estrangement from Zero, XOF became Cipher's elite covert ops group. However, its long-serving Executive Officer, Skull Face, had by then developed a pathological hatred of Big Boss and Zero. So many years spent facilitating, in part, the legend of the former, while complying with the bidding of the latter, leaves Skull Face consumed by a desire to strike out at them.





BIG BOSS

Skull Face's hidden agenda first becomes apparent during the attack on Mother Base, which he orchestrated entirely on his own, culminating in the explosion of the devices surgically planted in Paz. Despite the animosity between them, Zero had no desire to kill Big Boss and condemned the attack irrevocably.

The most pertinent events of the nine years that follow gradually become apparent during the course of the *Phantom Pain* episode, but some warrant an introduction here. After the helicopter crash, Zero arranges for the comatose Big Boss to be transferred to a military hospital in Cyprus, where he receives treatment in utmost secrecy. For his part in the events that led to Big Boss's injuries, not yet known to be a deliberate assassination attempt, Skull Face is stripped of his privileged command and exiled to a lesser role in Cipher's African operations. Here, he develops a significant interest in biological weapons and their pioneering applications.

EXTRAS

A year later, Skull Face makes his move against Major Zero. His principal interest in Paz, we learn, had been that she had once met with Zero in person at one of his safe houses. Armed with knowledge of this building obtained during her torture, and a package delivery to its address containing an item of extraordinary sentimental value to the Cipher mastermind, Skull Face succeeds in infecting Zero with a parasite that causes irreversible degeneration of the host's cognitive functions. Such were the depths of Skull Face's hatred, a clean death would simply not suffice.

STORY RECAP

Despite the best efforts of leading specialists to at least slow the effects of the parasite, Zero is resigned to his fate. Before he loses his autonomy and mental acuity – to become as we witness him at the conclusion of *Metal Gear Solid 4*, locked in a persistent vegetative state for almost three decades – he sets certain events in motion.

Of greatest import is the commission of Dr. Strangelove (working for DARPA, an agency which, unbeknownst to her, is serving Cipher) to contribute to the development of an extremely advanced A.I. system designed to control the flow of information in the nascent digital world. This A.I. system will only be revealed in the series at a later stage, when it will be referred to as The Patriots. In essence, Zero knows he is doomed as an individual, but refuses to entrust the world's reins to a new generation. He instead ensures that an autonomous artificial intelligence will secretly pull the world's strings in his place: an implacable digital enforcer of his ideology.

The last documented accounts of Zero directly interacting with known individuals all apparently pertain to Big Boss. He contacts Ocelot to task him to protect their mutual friend while he is in a coma, and also speaks with Miller to prepare his former second-in-command for the legendary soldier's eventual return. Zero even visits Big Boss himself in 1977 to say farewell – an event connected with one of the greatest mysteries in *The Phantom Pain*, and the identity of one enigmatic man in particular.

Meanwhile, due to the unconventional structure of the Cipher organization, and knowledge gleaned through his many years of XOF service, Skull Face is able to gradually subvert its resources to cement a growing power base: a parasite, in a sense, gorging on a robust and oblivious host. The stage is set for...



1984

## 1984 – Metal Gear Solid V: The Phantom Pain

When Big Boss, or rather Ahab, awakes from his nine-year coma as *The Phantom Pain* begins, he is immediately embroiled in a dramatic (and, at times, terrifyingly surreal) fight for his life.

Despite safeguards put in place by Zero, not to mention Ocelot's expert oversight, Skull Face somehow learns of Big Boss's location. He sends an overwhelming force to the Cypriot hospital to finish the job that he began with Paz's explosive payloads. At the vanguard of this assault is Quiet, an expert assassin ordered to personally identify and execute Big Boss. Only the last-second intervention of Ahab's roommate, the heavily bandaged Ishmael, prevents his hapless demise.

Ishmael barely defeats Quiet in an unconventional duel that leaves her in flames and defenestrated. This provides a moment of brief respite where Ishmael reveals that he has been watching over Ahab for the full nine years of his coma, before XOF forces begin an all-out onslaught on the hospital, executing patients and staff alike without pity or remorse.

Bizarrely, it is a second antagonist, apparently unaffiliated with the XOF forces, who indirectly enables the enfeebled Ahab and Ishmael to escape the building. The terrifying Man on Fire, his body awash with seemingly supernatural flames and apparently impervious to bullets or explosives, appears hell-bent upon killing Big Boss himself. The slender opportunities provided by the resultant conflict between XOF forces and this creature, who can apparently effortlessly ingest projectiles and propel them back with deadly force at his assailants, provides sufficient confusion for Ishmael to steal an ambulance.

Ahab is clearly in a desperate state throughout this ordeal, and witnesses sights that must surely be hallucinations. These include the apparition of a gigantic whale appearing in the sky, twisting to snatch an attack helicopter from the air in its enormous maw.

When Ishmael loses consciousness during their high-speed escape, Ahab is forced to grab the wheel. In the aftermath of a consequent crash, he awakes to find Ishmael has disappeared. Only the timely arrival of Ocelot, and a sudden rainstorm that quells the flames of the Man on Fire, saves his life.

With physical rehabilitation and Ocelot's expert assistance in getting up to speed in contemporary world affairs, Ahab quickly relearns what it takes to be the living legend known as Big Boss. Repatriated to a new (yet fledgling) Mother Base, established off the coast of the Seychelles by Kazuhira Miller in his absence, Big Boss's first debut post-coma engagement is to rescue his second-in-command from captivity after a recent disastrous operation.

Once Miller is back at Mother Base and restored to active duty, the command structure of Big Boss and Miller, supported by the ever-resourceful Ocelot, begin to expand the new mercenary organization – dubbed Diamond Dogs – by completing contracts for a wide variety of clients. Naturally, they derive a certain satisfaction from accepting commissions that lead them into direct conflict with known Cipher interests. One assignment ends with Big Boss capturing his would-be assassin back at Cyprus, Quiet, after a sniping duel. Curious about this unusual and gifted adversary, he takes her to Mother Base and eventually integrates her into the fold of his burgeoning army.

Big Boss eventually obtains a solid lead on Skull Face's whereabouts. Though this does not lead to a decisive confrontation, the mission brings him into direct contact with Huey Emmerich, who he then takes back to Mother Base for interrogation. The scientist had been forced (or so Emmerich insists) to work for Skull Face on a new Metal Gear with nuclear capabilities dubbed "Sahelanthropus". Though Big Boss, Miller and (especially) Ocelot believe Emmerich to be a compulsive liar, and still harbor grave suspicions over his involvement in the destruction of the original Mother Base, the decision is made to allow him to stay on board to contribute his considerable expertise to the organization's R&D projects.

We also learn the identity of the Man on Fire, and the strange, gas-mask-wearing "floating boy" who accompanies him. The Man on Fire is none other than the twisted human wreckage of the former Colonel Volgin, presumed dead after the events of



QUIET



## THE THIRD CHILD



Operation Snake Eater. Catatonic but still clinically alive, Volgin's body was retrieved by Soviet military scientists, who maintained his vital functions in a stage of hibernation while they studied his apparently paranormal capacity for manipulating electricity.

The floating child, meanwhile, is known only by the designation given to him by Soviet military researchers: Tretij Rebenok or "The Third Child". Traumatized by the effects of his arcane psychokinetic abilities from an early age, he became a shell broadly devoid of emotion and ego. His advanced powers when we first meet him as an adolescent, it transpires, are fueled exclusively by his proximity to extremes of hatred or anger felt by others.

After a plane crash, in which The Third Child was the sole survivor, a chain of events led the boy's mind into sufficient proximity to sense Volgin's boundless enmity for Big Boss. With this, their association was forged: Volgin, a scorched carcass imbued with an overpowering obsession to kill the man who destroyed his dreams; and The Third Child, who could facilitate his desire for vengeance. This conjunction gave birth to the creature known as the Man on Fire.

(This was also, it transpires, the means by which Skull Face learned of Big Boss's location after a nine-year search. Having received word of their curious relationship through Cipher channels under his control, Skull Face took an interest in the case of the strange child and the former Soviet colonel. This led to a momentous development: the animosity felt by Skull Face became the primary inspirational force behind The Third Child's powers in close proximity, effectively putting both the child *and* Volgin at his disposal. When Skull Face investigated the particulars of the plane crash, he discovered that the events that led to its destruction

began over Cyprus: caused, Ocelot later posits, by The Third Child sensing the latent anger of Big Boss far below as his flight passed overhead. Skull Face thought this anomaly worthy of further scrutiny – which led to his discovery of Big Boss.)

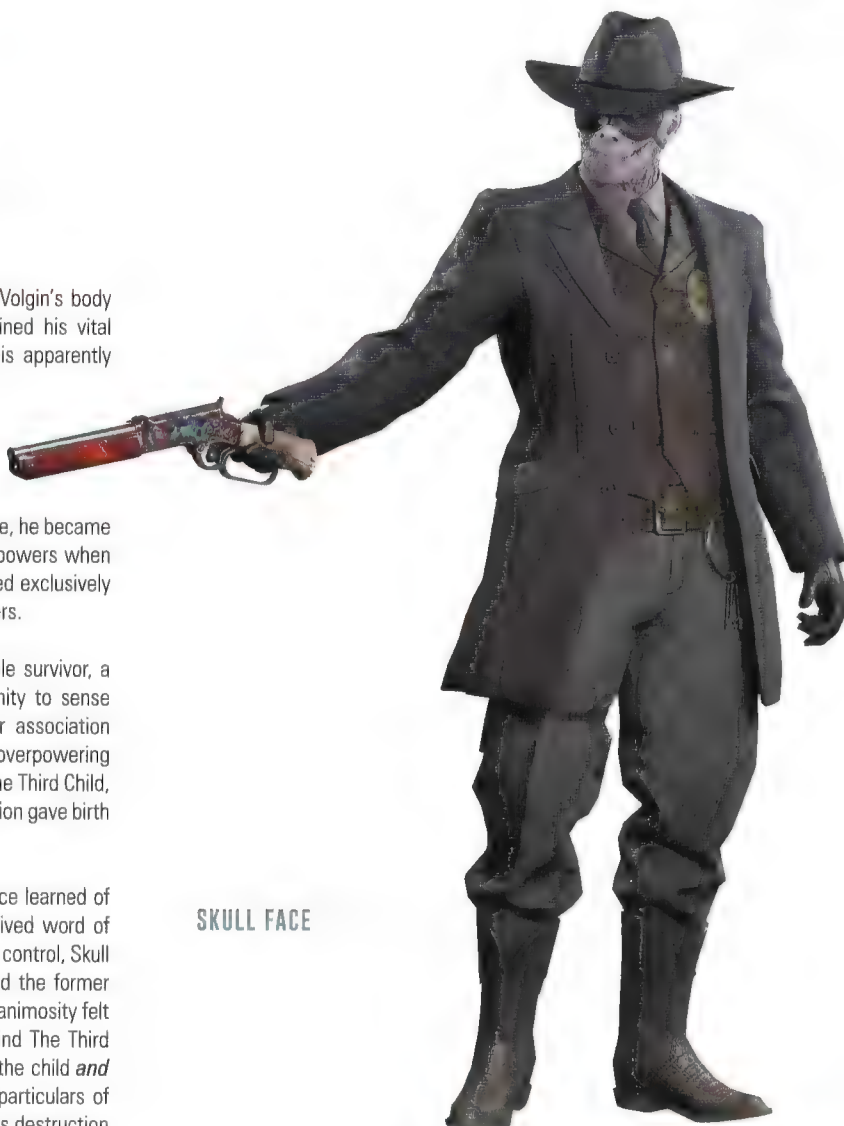
On the trail of Skull Face in both Afghanistan and Africa, Big Boss gradually learns about his development of peerlessly advanced biotechnological processes that enable the specialists in his employ (and, by extension, him) to repurpose rare parasites for their precision-engineered military applications. Some are applied to a host to gain the benefit of a highly profitable symbiotic relationship – such as those carried by the fearsome Skulls, his crack soldiers, that imbue them with such astounding physical capabilities. These augmentations are also a part of Quiet's body, which explains her extraordinary gifts (and, of course, the mechanism for her recovery from the injuries sustained on Cyprus).

EXTRAS

Not all of the parasites under development have a beneficial relationship with their host, though. Big Boss learns that Skull Face has been working on the development of a parasite specific to human vocal cords: a variety that lives within the throats of carriers and is activated, *weaponized*, when it detects the distinctive strains of a specific language.

STORY RECAP

One of his more fateful missions has Big Boss extract a child soldier from Africa: the "White Mamba", a charismatic and remarkably tough 12-year-old boy who we will come to know as Eli for the rest of the story.



## SKULL FACE





BIG BOSS

## 1984 - Metal Gear Solid V: The Phantom Pain (Continued)

Focusing on the parasite lead, Big Boss draws ever closer to Skull Face. Their climactic encounter, however, is defined by its absence of a traditional showdown between the mortal enemies. With Big Boss placed in a broadly helpless situation, Skull Face opts to relate the dimensions of his ingenuity to the man who eclipsed him for so many frustrated years.

Perfectly aware that Zero, now in persistent vegetative state, has already set in motion his plan to control world affairs via an advanced A.I. system that would later be known as The Patriots, Skull Face explains his elaborate two-step plan.

The first stage is to release a contagious vocal cord parasite strain that targets a specific language: English. Any person infected who subsequently speaks the language will both trigger the proliferation of the parasite within their body, leading to certain death, but also cause the infection of all other people within transmission range. This explains

why Quiet does not speak until, much later in the story, she feels that she must: as a host, the parasite would kill her and potentially lead to an epidemic.

The propagation of the infection could, ultimately, lead to the effective destruction of the English language on a global scale, which would in turn prevent the Patriots system from ever becoming operative to within a fraction of its envisioned design parameters. Not even the artful Major Zero could have anticipated such an event while developing the blueprints for his A.I. successor.

The second step of Skull Face's plan is to mass-produce nuclear-equipped Walker Gear technology designed by Emmerich, and then supply this weapon to all suitable interested parties: governments, Private Military Companies (PMCs), even terrorist cells. His scheme relies on the use and manufacture of mysterious microorganisms known as Metallic Archaea – two varieties in particular: one that corrodes metals, and another that has a profitably distinctive relationship with uranium. With the latter, Skull Face found a way to create nuclear warheads without the expense and complications of conventional processing and enrichment technologies. In other words, he can easily mount nuclear missiles on the mass-produced Walker Gears, making weapons of mass destruction available to virtually anyone – a development that would completely rewrite the balance of international relationships.

Using Sahelanthropus as a propaganda tool to instill fear and paranoia in the population, Skull Face hopes to rekindle the Cold War and foster a worldwide nuclear arms race. Thanks to a failsafe device installed in each Walker Gear, Skull Face could monitor and control all of the warheads at his whim, putting him in the position where he would effectively control the entire world's nuclear arsenal.

Helpless and clearly incapable of defeating the varied forces confronting him, Big Boss is saved against all odds by the presence of Eli, who had stowed away on the Diamond Dogs support chopper hovering above prior to take-off. When The Third Child senses Eli, he exults in the boy's deep-rooted and colossal capacity for animosity – a strain of hatred that surpasses even that of Volgin and Skull Face, whom he promptly abandons. Overwhelmed by the sensations that the child soldier's mind evokes, The Third Child sends the Metal Gear on a rampage, trampling Volgin, devastating the XOF troops and mortally wounding Skull Face. By employing his incomparable expertise, however, Big Boss stops the Metal Gear in a spectacular showdown.

When Big Boss and Miller approach Skull Face in the wake of the fight and ascertain the extent of his injuries, both resolve to leave their nemesis to either take his own life, or die in protracted agony. It is Huey Emmerich, to the surprise of those present, who unexpectedly steps forward to deliver the coup de grâce. Eli returns to Mother Base with Big Boss, but has clearly formed a dangerous bond with The Third Child. For those who have followed the series since Metal Gear Solid, this event should cement any suspicions about the future identities of these two.

Though the stories that follow the conclusion of the main Skull Face arc (and that oh-so-deceptive credits sequence) may be briefly misconstrued as postscripts, these subsequent tales turn out to be of great import. Each tale is a vicious gut-punch to the protagonist that, if we accept that violence and discord serve to sow their own kin, perhaps shapes the man that Big Boss becomes at the nexus of the *Metal Gear* canon: the point at which we arrive at Mr. Kojima's first two installments in the series. At this stage, the hero of the pre-1990s stories must necessarily become the series antagonist for a time, no matter how nuanced he or his actions appear in light of past and future episodes.



ELI



It cannot be denied that, even for a man as outwardly implacable as Big Boss, the closing tales of *The Phantom Pain* represent anything but a succession of profound sorrows for the legendary soldier. As witnessed in the (entirely illusory) cinematic sequences where he imagines himself interacting with a still-living Paz, he is by no means devoid of emotion or sentiment in the margins of a mind that, he later claims to Solid Snake, died with The Boss. His relationship with Quiet, founded on a mutual respect that grows throughout their association on Mother Base, almost certainly lacks a traditional romantic dimension for either party. This fact doesn't diminish the significance of the connection between two very distinct soldiers — or Quiet's sacrifice of her own life to preserve that of Big Boss.

Despite Ocelot's assurance that Big Boss is not his father, Eli's belief that he is a product of the "Les Enfants Terribles" project is unshakable. Even if what he believes is true, Big Boss is no more his father than he is his brother; in clinical terms, based on what the overarching story tells us, the Diamond Dogs leader cannot be described as anything more than an unwitting template. And yet, the hatred that this man inspires in Eli is inexhaustible: it comes to define him. His arcane relationship with The Third Child almost assuredly exacerbates the situation.

Based on available evidence, particularly Big Boss's encounters with Volgin, it might be construed that the modus operandi of The Third Child at this point in his life might be to bring his subjects into proximity and direct conflict with the subjects

of their rancor, without ever permitting a decisive blow or any slender degree of reconciliation or acceptance. Eli's uprisings and escape attempts on Mother Base culminate in his theft of Sahelanthropus, thereby permanently dividing him from the few individuals in the world who might have rehabilitated the single-minded child soldier. But if The Third Child simply reflects what truly lies at the heart of an individual, perhaps Eli really *is* truly naught but a terrible little bastard — and whatever his future fate may be, it's assured by the depth of his unwavering and unwholesome obsession.

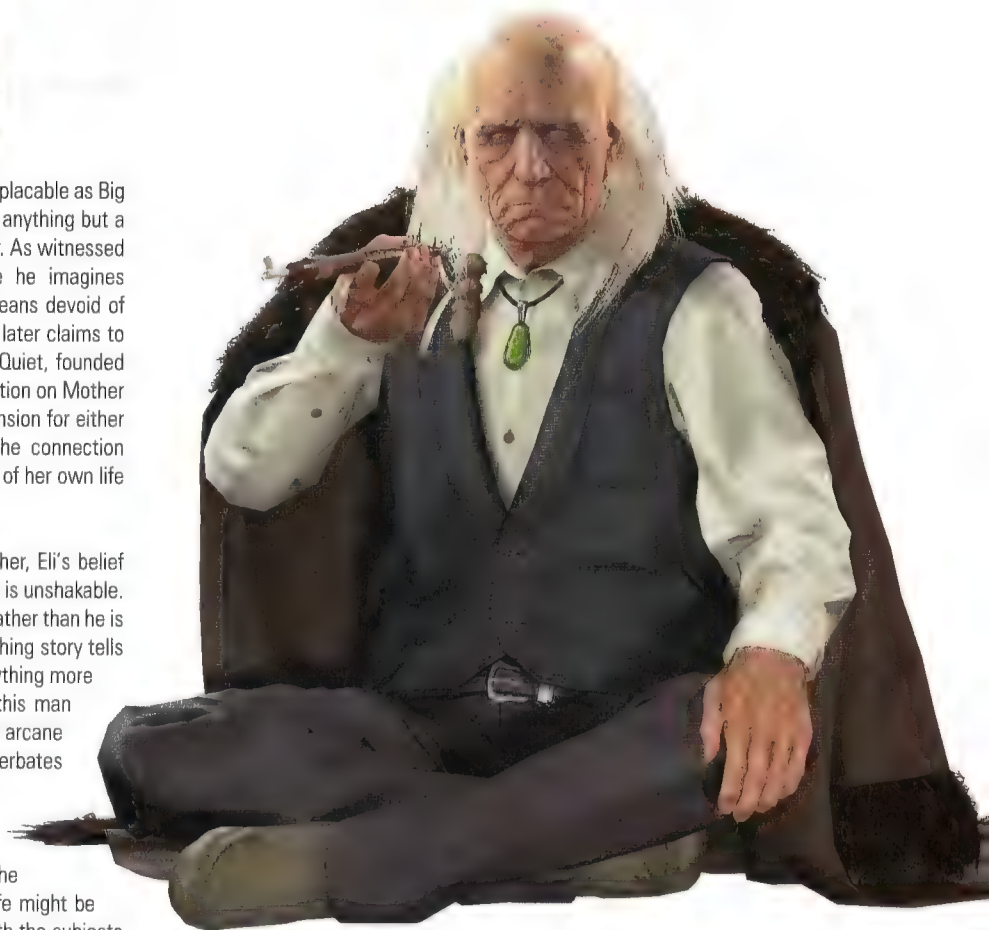
In the thematic coda to *The Phantom Pain*, the outbreak of a mutated English strain of the vocal cord parasite on Mother Base forces Big Boss to slaughter his troops to contain a global catastrophe. Though he grimly assumes this grave responsibility without complaint or apparent compunction, the visual cues suggesting that this act further loosens the shackles on his "inner demon" are inescapable.

EXTRAS

Maybe the cumulative events of *The Phantom Pain* truly do set Big Boss on the path to become the "oni" he resembles in this episode — and Solid Snake's later defeat of him is virtuous and necessary, Patriot paymasters and all. But even if this is the case, his is not a classic "heel turn", a villainous conversion with a flourish and an impish wink to the crowd. It is, instead, the product of a gradual erosion of a man to the point where only his obsessions remain.

STORY RECAP

In the short term, Big Boss is more determined than ever to strengthen his troops to the point where he can found his own nation free from traditional governance — a dream that he will later come close to fulfilling in the 1990s.



CODE TALKER



1995 1999

1995 & 1999 -

## Metal Gear & Metal Gear 2: Solid Snake

(Note: Naturally, for the two games developed at the very beginning of this intensely story-rich series, the events that occur during their specific time period only swim into recognizable focus for most players when viewed through the lens of prior or subsequent episodes. They remain canon, of course, but large portions of their dialogue and developments are now taken with a *generous* pinch of salt. Our brief focus here rests upon revelations and developments that actually appear in other episodes.)

The games *Metal Gear* and *Metal Gear 2: Solid Snake* tell the story of how Big Boss, now at the head of a very large army of mercenaries, establishes two (fictional) military nations, Outer Heaven, and, later, Zanzibar Land, in an attempt to stand on an equal footing with governments worldwide. On both occasions, the aspirant tyrant (and, of course, the titular weapons technology at his disposal) is foiled by a rookie agent, Solid Snake, his son – or, as we all came to understand later in the real-life Metal Gear chronology, one of the three clones from the “Les Enfants Terribles” project.

Despite being unaware of their existence, Solid Snake unwittingly acts as a tool for Zero’s Patriots, who have been seeking to neutralize Big Boss for years. Once Snake completes his missions in Outer Heaven and Zanzibar Land, The Patriots secretly retrieve the body of Big Boss and pacify him by inducing a state of perpetual coma.

Though Zero has been in a persistent vegetative state for over a decade, The Patriots, now a fully computerized A.I. system designed to manage world affairs and control the flow of information, still act in accordance with his beliefs: in particular, that society can only function through a necessary measure of uniformity with restricted individual will. The Boss’s deeply human ideal of freedom and personal commitment is therefore profaned by Major Zero’s A.I. to become a perverted and pathological obsession with control and order, a distrust of unanticipated innovation or initiative, and a belief in the power of enforced conformity to engender perpetual, manageable repetition.

For Ocelot, one of the founding members of Cipher who still understands and appreciates the true nature of the sacrifice made by The Boss (his mother), a growing unease with the methods and corrupted ideology of The Patriots eventually becomes a sense of outrage. But how might he strike out at an omnipresent enemy, an organization with agents embedded within political, military and economic hierarchies throughout the world? To conceal any evidence of his involvement, he devises a sophisticated conspiracy of bewildering complexity.

SOLID SNAKE





OCELOT

## 2005 - Metal Gear Solid

The first major play in Ocelot's grand plan to destroy The Patriots takes place in 2005. A group of terrorists seize control of an Alaskan nuclear weapons disposal facility on Shadow Moses Island, Alaska, which secretly houses a radical new weapon: Metal Gear REX. In response to the crisis, special agent Solid Snake is sent to neutralize terrorist leader Liquid Snake (Solid Snake's twin brother from the "Les Enfants Terribles" project) and his men – with Ocelot counted among their numbers.

EXTRAS

The Shadow Moses Incident, as it would subsequently be known, was actually initiated by United States President George Sears (Solidus Snake, the third and final Big Boss clone from the "Les Enfants Terribles" initiative), who sought to obtain test data from the Metal Gear REX project as part of a plan to escape the control of The Patriots. He commissioned Ocelot to retrieve the required disc from the Shadow Moses facility, perhaps unaware that Ocelot himself was a founder member of the Cipher/Patriots organization. Ocelot, in turn, is of course working to achieve his own ends, and does so by manipulating Liquid – whom we can speculate he first met as Eli during his time on the Mother Base in the 1980s, subsequently cultivating their relationship over the intervening years.

STORY RECAP

To gain control of Metal Gear REX, Liquid artfully misdirects Solid Snake, who unwittingly activates the war machine for him. During the process, Snake makes the acquaintance of Ocelot (even severing his arm during their fight) and Hal "Otacon" Emmerich (the son of Huey Emmerich and Dr. Strangelove). Once the war machine is operational, Liquid assumes direct control of it, but Snake triumphs against REX and ultimately kills his brother.

Select but damning details of the Shadow Moses Incident are leaked to the press, and the existence of Metal Gear REX is revealed on the eve of a planned nuclear disarmament agreement. President George Sears (AKA Solidus Snake) is now in possession of the Metal Gear REX test data secured by Ocelot. Solidus abandons his presidency and disappears from public life.

LIQUID



2007-2009

2007-2009 -

## Metal Gear Solid 2: Sons of Liberty

In the two years between the Shadow Moses Incident and the continuation of the story in *Metal Gear Solid 2*, Solidus hides from The Patriots and prepares to strike against them. Meanwhile, Snake and Otacon join forces to found an independent non-governmental organization (Philanthropy) dedicated to preventing the proliferation of Metal Gear technology.

In 2007, Snake and Otacon learn that a disguised oil tanker transporting a new, inordinately powerful amphibious model of Metal Gear (Metal Gear RAY) is due to pass close to New York City. Snake infiltrates the vessel and obtains footage of the machine, but matters take a turn for the worst when Ocelot activates a series of explosions to scuttle the tanker and then suddenly, inexplicably, undergoes a series of convulsions that seem somehow connected to his replacement right arm – the original having been severed during the Shadow Moses Incident. It becomes apparent that he is seemingly possessed by the spirit of the deceased Liquid Snake, the original owner of Ocelot's new limb. Seemingly under the control of Snake's brother, he escapes aboard Metal Gear RAY before regaining his full faculties.

The story resumes two years later at a water purification complex (the "Big Shell") built on the site where the tanker had sunk. As before, the events that occur are the product of the meticulous and multifaceted designs of The Patriots, with Ocelot again serving his own separate and artfully concealed interests.

In fact, while central character Raiden initially appears to have been deployed to combat a terrorist threat, the entire setup is a bewilderingly elaborate real-life simulation, modeled on the Shadow Moses Incident and devised to push its principle protagonist (Raiden) to the very limits of his mental and physical endurance. This experiment is a part of the "Solid Snake Simulation" plan (abbreviated as "S3"), contrived to enable The Patriots to explore the complexities of the human psyche so they might better control it. By studying Raiden's responses (and, indeed, those of other players in the charade) to the evolving challenges and conditions, The Patriots ultimately hope to refine their software routines.

The Big Shell purification facility was built on the pretext that the sunken tanker had leaked oil, but is actually a mobile fortress and home to Arsenal Gear, the latest development in Metal Gear technology. The Big Shell is controlled by a Patriots A.I. system engineered by Emma Emmerich (Otacon's step-sister) to manipulate the flow of digital information throughout the world. When Solidus and his followers attack the facility to take control of Arsenal Gear to aid their fight against The Patriots, the shadowy organization has – naturally – anticipated and effectively encouraged this attack.

Indeed, almost every party involved in the Big Shell experiment has been unknowingly manipulated by The Patriots to act out principal events of the Shadow Moses Incident. Solidus and his cohorts play the role of Liquid and the "terrorists"; Raiden, ostensibly deployed to thwart Solidus, is their primary test subject, and is therefore given the role of

SOLIDUS







RAIDEN

SNAKE. Even the deception of Raiden in Codec conversations with his superiors and support team broadly replicates the misinformation that Snake faced in his fight to stop Liquid and Metal Gear REX.

Only Ocelot and Solid Snake appear to lie outside the operational parameters of this most sophisticated simulation – Ocelot still seeking the downfall of the organization he helped to create, Snake searching for a meaning to his life beyond the narrow boundaries once dictated by his former paymasters. As rogue variables in an intricate program, it is they who cause the simulation to “crash” – their actions and involvement lead to a situation where a computer worm created by Emma Emmerich attacks the A.I. system. Though it does not fully destroy the A.I. as planned, Emma’s program seriously impairs its functionality.

By the end of the drama aboard Big Shell, virtually all of its actors are dead barring Raiden, Ocelot, Snake and Otacon. In the final battle of *Metal Gear Solid 2*, Raiden complies with the wishes of The Patriots and eliminates Solidus, despite learning the real purpose of his “mission”. Devastated by the sheer spirit-crushing import of their revelations, and his submission to their lies, he is nonetheless inspired by a speech made by Snake. Raiden, the veteran warrior explains, is free to commit to (or, indeed, fight for) any way of life or action he has faith in, and his humanity stems from the sincerity of his faith. Interestingly, this is strongly reminiscent of the beliefs held so dear by The Boss; the very principle of individual liberty which has inspired the ongoing attempts of

Ocelot to destroy The Patriots from within. Perhaps this is why Ocelot does not attack Snake during the story of *Metal Gear Solid 2*; as, despite their different roles and methods, both believe in the same cause.

In the aftermath, we can reflect that Ocelot has gained the most from the Shadow Moses and Big Shell incidents. Of Solidus, only a body remains, but like that of Big Boss, it still has an important role to play. The Patriots fear the bizarre eruptions of spiritual possession that cause Ocelot to act under the control of Liquid Snake, but do not understand that they are merely an elaborate subterfuge used to conceal Ocelot’s true objectives. He has taken another step towards defeating the man who steered Cipher so far from its founding purpose, and gave life to The Patriots: Major Zero.

■ EXTRAS

■ STORY RECAP



EMMA EMMERICH

OTACON



## 2014 – Metal Gear Solid 4: Guns of the Patriots

Almost every protagonist in the *Metal Gear* saga bears a burden and seeks atonement for past sins. From Ocelot, who strives to bring an end to The Patriots (the organization he helped to create), to Raiden, who is haunted by memories of his life as a child soldier, to Snake, who is but a clone of Big Boss and has been manipulated by The Patriots for an entire lifetime, it is a desire for redemption that drives the events of *Metal Gear Solid 4* and brings about a conclusion to the overarching narrative.

After Arsenal Gear runs aground on Manhattan Island in 2009, the international community unites in its condemnation of the United States government. To address the growing fear of powerful state-run armies being used to satisfy questionable political agendas, it is deemed safer to entrust Private Military Companies (PMCs) with a greater degree of control in future conflicts. Technically bereft of ideology or motive beyond a drive to increase profitability, and held to account by both shareholders and public opinion, the meteoric growth of these corporations leads to an unforeseen development: the “war economy”, where the commercial potential of armed conflict (from weapons R&D and manufacture, to the salaries paid to individual mercenaries) becomes a dynamo that drives global financial markets. War, in short, becomes the key to growth and prosperity.

The Patriots-controlled mechanism that facilitates the growth of the war economy is called Sons of the Patriots (SOP): a secured system of real-time battlefield control. All soldiers and PMC mercenaries under its watchful eye are injected with nanomachines that identify each individual, monitoring and essentially controlling their behavior, interacting with a host’s metabolism and manipulating body chemistry to vastly improve combat ability. Controlled by a central A.I., these nanomachines are used to engender a “combat high” to suppress natural human instincts, negating potential anxiety, apprehension or remorse as soldiers engage their opponents. Other benefits include heightened awareness and improved teamwork; on a strategic level, SOP is the culmination of every military tactician’s most feverish dreams.

An additional application of the System is to restrict the use of military hardware, from small arms to vehicles, to approved subjects only. Combatants can only use a weapon if their ID authorizes them to do so; the central A.I. ensures that a soldier’s rifle is deactivated in the hands of any other individual, even his colleagues. Throughout the world, virtually all weapons – both existing and newly manufactured – are modified or designed for exclusive use with the SOP System.

On a micro level, SOP breeds a new generation of more compliant, peerlessly efficient soldiers; on a macro level, military officials can monitor and instantly react to developments on the battlefield.

This is the realization of the “clean” conflict ideal, a perceived end to human rights violations, whereby weapons can be deactivated (or soldiers restrained on a biological level) to prevent acts of barbarity. Another attraction for governments is that conflicts fought by PMC contractors are cheaper, and remove the need for states to maintain large standing armies.

A side-effect of the “war economy”, however, is that armed conflict becomes a business like any other. The PMC corporations, unfettered by nationalist sentiment or political dogma, begin to offer their services to the highest bidder: be that nation state, guerilla movement or even terrorist faction. By 2014, PMCs control more than half of the world’s combined military forces.



Snake





EXTRAS

STORY RECAP

## LIQUID OCELOT

As the story of *Metal Gear Solid 4* begins, five PMC corporations, each one a multinational with a distinct influence in world affairs, dominate their shared marketplace. However, all five of these are controlled by a single parent company, Outer Heaven (named as homage to Big Boss's 1995 uprising), whose principle director is none other than Liquid Ocelot: Ocelot (ostensibly) possessed by Liquid.

A prematurely ageing Snake is requested to undertake a new mission. Unusually, this is not to be under the mandate of a specific organization or government, but merely for the greater good. It appears that Liquid Ocelot is planning to use the five PMCs under his control to launch an insurrection; Snake's mission is to eliminate him before this can happen. The manhunt begins in the Middle East, Liquid Ocelot's last known location.

When Snake locates Liquid Ocelot, he attempts to line up a clear shot, but is interrupted as the surrounding soldiers are suddenly subjected to enormous pain and confusion. Struggling through this sobbing, convulsing, agonized crowd, Snake also falls afoul of the unknown effect, missing his opportunity to assassinate Liquid Ocelot.

Snow then travels to South America, where he learns the true nature of the inexplicable conclusion of events in the Middle East. Rather than manipulating the nanomachines within each soldier's body (as initially assumed), Liquid Ocelot had simply deactivated them. Freed from the influence of these microscopic yet powerful devices, the soldiers were instantly subjected to the full force of the psychological and physiological effects that the SOP System had previously repressed. It might take a war veteran a lifetime to barely come to terms with their role in a conflict. Stress, pain, remorse, fear, revulsion, anger, and more: all these extremes of feeling were unleashed within a second at Liquid's command, suffocating the soldiers' minds and causing them to cease to function beyond a basic animal level. The SOP System, in essence, operates as a prophylactic. Beyond this barrier, the blood, brain and flesh of each subject remember and store every detail. Outwardly the very epitome of calm, capable professionalism, the biological reality for each soldier was anything but sanguine – the utilitarian SOP System being designed to repress effects, not address causes.

Snow realizes that Liquid Ocelot's aim isn't to destroy the "Sons of the Patriots" system, as doing so would cause the collapse of his own army. Instead, his objective – dubbed "Guns of the Patriots" – is to gain sole control of the system, leaving him with the only valid army in the world. Once again, Liquid Ocelot performs a second SOP "experiment", causing the same effects witnessed in the Middle East.

Liquid Ocelot's plans now become clear. To take control of Sons of the Patriots, he needs to obtain Big Boss's genetic code and biometric data: the keys to the virtual castle built by The Patriots. The two disruptions of SOP in the Middle East and South America had been Liquid Ocelot's attempts to use code and data derived from Liquid (through his replacement arm), and then Solid Snake (from samples). The unsatisfactory results were the consequence of Liquid and Solid Snake's status as incomplete clones – the modifications (infertility, short life span) common to the brothers actually caused both attempts to fail, as only Solidus had been an authentic clone of his "father".

To realize his goal, Liquid Ocelot therefore needs to locate the body of Big Boss, apparently maintained in an artificial coma, as a "biomort", at a secret location. Traveling to Eastern Europe, Snake learns that Liquid Ocelot is waging a war to eliminate Major Zero, and that The Patriots are attempting to exert total control via a system of A.I. programs: GW (believed defunct from Arsenal Gear), TJ, AL and TR (the initials of the four American presidents represented on Mount Rushmore), all controlled by a master A.I., JD ("John Doe"). Following the neutralization of GW on the Big Shell in 2009, these AI programs continued to monitor and filter the flow of information through world networks. From politics to finance, law to social values, and, latterly, the war economy, nothing escapes the attention of these indefatigable sentinels. However, GW was merely "fragmented" by Emma Emmerich's digital attack, and is now held by Liquid Ocelot. By using GW in conjunction with the data derived from the body of Big Boss, Liquid Ocelot will have everything he needs to cross otherwise impenetrable security barriers and take control of The Patriots' system.

Despite Snake's best efforts, Liquid Ocelot succeeds in obtaining the body of Big Boss, which is subsequently consumed by fire. Taking control of SOP, Liquid Ocelot locks the weapons of his would-be captors at the very moment when his cause seems hopeless (and, for that matter, of all troops other than his own, worldwide). Few survive the resultant carnage as even vehicles fail to respond to the frantic interactions of their operators, and Liquid Ocelot calmly departs the scene of a grizzly, one-sided melee.

Liquid Ocelot's control of the system is still limited, though: to fulfill his objectives, he must destroy JD with a sufficiently powerful weapon. With weapons of mass destruction still locked away by the master A.I., he travels to Shadow Moses to retrieve the rail gun from the remains of Metal Gear REX: the one weapon anterior to (and therefore outside of) the System and within his grasp capable of destroying his intended target. With JD destroyed, control of The Patriots' system would revert to GW – and, therefore, Liquid Ocelot.





## SHADOW MOSES ISLAND

### 2014 - Metal Gear Solid 4: Guns of the Patriots (Continued)

In hot pursuit, Snake infiltrates Shadow Moses as he did nine years before, but on finding REX – still lying as Snake had left it so many years previously – he discovers that its rail gun has already been removed. Snake and his companions therefore have no choice but to infiltrate Outer Haven, an Arsenal-Gear-style vessel that Liquid Ocelot had previously seized from The Patriots. Only by destroying Outer Haven's central server, home to GW, can Snake prevent his adversary from achieving his goal.

After a withering series of ordeals on his way to Outer Haven's server room, an exhausted Snake enables Otacon to upload a virus. Surprisingly, though, the virus does not focus exclusively on GW and spreads to the rest of the system, even affecting the central A.I., JD. As Snake lies gravely wounded, fatigued beyond rational measure, alive through sheer brute force of will, he witnesses a recording hidden in the virus code. It transpires that the virus was designed to destroy all of the A.I. programs, as The Patriots were planning to extend their control network to govern not just soldiers, but all mankind.

In his final confrontation with Liquid Ocelot (who finally dies in the duel's aftermath), and the later meeting with Big Boss, Snake learns that it was this outcome that Ocelot had sought from the very beginning: to release mankind from the twisted auspices of The Patriots, and the prison of their rational, micro-managed world. With the death of Major Zero, and the A.I. programs that were to succeed him, The Patriots – and their ideals of standardization and social control – are no more.

Ultimately, the story of *Metal Gear Solid 4* is the conclusion of a vast, series-long conspiracy – at the end of which, Ocelot destroys the legacy of Major Zero's ideology. We should be under no illusions as to the true role of Ocelot from the very start. As Big Boss reveals during the finale, "In order to fool the system, Ocelot used nanomachines and psychotherapy to transplant Liquid's personality into his own mind. He used hypnotic suggestion to turn himself into a mental doppelganger of Liquid." Foreseeing every step Snake would make, every likely outcome,

Ocelot allows his apparent adversary to complete the most integral parts of his plot because he understands, fundamentally, that Snake is the tool of The Patriots, and therefore above suspicion in their eyes – whether he knows it or not.

Ocelot, faking the presence of Liquid Snake within his consciousness, has no intention of using the rail gun retrieved from Metal Gear REX. Neither does he truly plan to become leader of The Patriots himself, despite his assertions to the contrary. Ocelot simply wishes for an end to The Patriots' control system, and leads Snake, their trusted yet unknowing tool, to become the agent of their ruin. For greater verisimilitude, at no point does Snake enjoy an easy ride: the sheer ferocity of the forces ranged against him underlines the apparent sincerity of Liquid Ocelot's desire to slay the legendary soldier. And yet, Ocelot, significantly, fails to dispatch Snake when given several opportunities to do so, in a manner that clearly surpasses the traditional cliché of villainous arrogance.

Ocelot, then, is not a nefarious figure in his later life, a tyrant seeking endless power, but the mastermind behind a plan to break the authoritarian web that The Patriots were weaving over the world. From this perspective, Ocelot (even in his guise as the pitiless Liquid Ocelot) is as much a hero as Snake. Despite the mutual antagonism from their first encounter, Snake and Ocelot actually worked together to stop The Patriots' rule. In that sense, both lived up to the example of The Boss's legendary commitment: the resolute will not to try to forcefully change the world, but to preserve it no matter the cost, even if this leads to self-sacrifice. This is echoed in Big Boss's words once he finally understands what The Boss wanted: "It's not about changing the world. It's about doing our best to leave the world the way it is."

Big Boss and Major Zero, the two souls who contribute so much momentum to the stories of the *Metal Gear Solid* series, are polar opposites, extremes of the same scale. While the former thirsts for a form of absolute liberty in the sense of government-free individuals (as demonstrated by his actions in both incarnations of Mother Base, then



Outer Heaven and Zanzibar Land), the latter desires total control. Both misinterpret and corrupt the teachings of The Boss, losing sight of the reason behind her final sacrifice. Big Boss believes in an ideology that promotes individual liberty and endless fighting for disparate causes at the expense of stability, security and structure, thus restricting true freedom of citizens to speak, to grow, and even to exist. Conversely, Zero's obsession with order, and the perceived need to preserve society by means of standardization and intrusive governance, leads society to the brink of disaster. His A.I. creation begins to shape a future where individuals would unknowingly suffer not only restrictions in their freedom to act or express themselves, but also to *feel* beyond the confines of managed boundaries. A perverted liberty of a kind might still exist in such a civilization, but in the narrowest, least genuine sense of the word.

For Zero, freedom would be preserved by imposing a set of constraints and offering individuals liberty within this context; for Big Boss, it could be assured through the absence of constraints and never-ending conflict. Both could only define freedom in relation to boundaries, to limitations, and this was the core of their betrayal of The Boss's legacy. She saw liberty in a far more positive light, as the result of personal and collective commitment.

From the day they founded Cipher in 1970, the way of Zero and Big Boss was that of oblivion — by forgetting the sense The Boss had shown them, they forgot who they were and what they were truly fighting for. This led both to instigate a chain of events in which the same tragedy is repeated over and over, a series of questions that always seem to elicit the same replies. This explains why the *Metal Gear Solid* games follow a palpable blueprint: the same themes (death, vengeance, deception), the same actors (a hero, a designated enemy, an elite unit), the same goals (freedom, redemption). Though each episode's narrative offers a similar scenario, they are all different from one another via distinct variations — deviations in the series' DNA that make each instalment unique. This, it could be said, is a reflection of life itself, and mankind in particular: reproducing fundamentally the same things, and yet never reliving exactly the same thing.

After Big Boss's failure to create his warrior's utopia in Outer Heaven and Zanzibar Land, Zero's dream of an ultimate form of control over humanity could finally prosper. Having lost both his dearest friend and the force that kept his principles and beliefs in check, the advanced autonomous A.I. program that operated in his stead attempted to apply order to mankind by seeking the continual reproduction of the same, an administrable repetition without end. Its behavior can be likened to a dog chasing its own tail, or, more pertinently, a computer program stuck in an infinite loop. This explains why the Patriots (or, rather, the A.I. that succeeded Zero) use Solid Snake as the primary agent of the system, and the same stratagems with each iteration.

On every occasion barring the last, the circle is refreshed, the hegemony of The Patriots challenged (though not broken) when the A.I. fails to take an unseen variable into account. Of greatest import is the reality that, in each episode where he appears, Ocelot's true role, his betrayal to Cipher/The Patriots, is never anticipated or understood. However, every time the story is told, certain distinctions and innovations abide; the protagonists grow, and certain things survive, if only via the influence that Snake has on those he meets.

Solid Snake, it transpires, is the true heir of The Boss's legacy. Just like The Boss, he is ready to sacrifice himself to save the world, without ever caring about his personal fate or reputation. All that matters to him is that his ideas and actions be passed on, despite his imminent death and his infertility. As he puts it himself:

*"Life isn't just about passing on your genes. We can leave behind much more than just DNA. Through speech, music, literature and movies... what we've seen, heard, felt... anger, joy and sorrow... these are the things I will pass on. That's what I live for. We need to pass the torch, and let our children read our messy and sad history by its light. We have all the magic of the digital age to do that with. The human race will probably come to an end some time, and new species may rule over this planet. Earth may not be forever, but we still have the responsibility to leave what traces of life we can. Building the future and keeping the past alive are one and the same thing."*

EXTRAS

STORY RECAP





# [🕒] TIMELINE: MAJOR EVENTS

1935

Birth of Big Boss (real name: John; nickname: Jack).

1944

Birth of Ocelot.

1945

Boris Volgin secures the Philosophers' Legacy in the aftermath of World War II. The Legacy falls in the hands of his son, Colonel Volgin, a few years later.

1950

John (later known as Big Boss) begins training with The Boss.

1962

Major Zero forms the FOX unit, along with a classified XOF unit (led by Skull Face) designed to back up FOX in utmost secrecy.

1977

A diminished Zero visits Big Boss during his coma. He will soon lose all cognitive functions and says goodbye to the man he still considers as his dearest friend.

1976

While Big Boss is in a coma, Skull Face, exploiting the expertise of biotech specialist Code Talker, infects Zero with harmful parasites. Zero knows he will not survive, but buys himself a few years thanks to his connections and resources. Zero decides to create an A.I. system that will survive him and carry on his will — a system that would later evolve into The Patriots. The groundwork for the advanced A.I. is designed by Dr. Strangelove.

1975

Ground Zeroes Incident: Falling afoul of a trap set by XOF commander Skull Face, Big Boss mounts a critical rescue attempt that clears the way for a sneak attack that destroys Mother Base. Skull Face makes an unsanctioned assassination attempt on Big Boss, leaving him gravely wounded and comatose.

1980

Dr. Strangelove, who joined and married Huey Emmerich while he was working on the design of Sahelanthropus for Skull Face, gives birth to Hal "Otacon" Emmerich.

1984

The Phantom Pain episode: Big Boss wakes up from his coma and leads a new army, the Diamond Dogs, to eliminate Skull Face in his attempt to wipe the English language from the face of the Earth using vocal cord parasites. Huey Emmerich, after multiple betrayals that led to the death of many Diamond Dogs soldiers, is banished from Mother Base. Eli, a child soldier extracted by Big Boss from Africa, escapes Mother Base thanks to his special bond with The Third Child — and presumably reappears in his more familiar guise as Liquid Snake years later, in the Shadow Moses Incident. Ocelot is already preparing his grand stratagem to take down Cipher/The Patriots.

2014

Guns of the Patriots episode: Solid Snake and Ocelot (in his Liquid Ocelot persona) put an end to The Patriots by destroying their A.I. systems. Ocelot, Zero, and a briefly resurrected Big Boss all die at the conclusion of this episode.

2009

Big Shell Incident: Raiden and Solid Snake eliminate Solidus Snake, who was attempting to free himself and the world from the influence of The Patriots. The whole incident was orchestrated by The Patriots in an attempt to better understand (and therefore, control) the human psyche.



1964

Operation Snake Eater: The Shagohod is destroyed, and both Colonel Volgin and The Boss are killed by Big Boss. Ocelot retrieves half of the Philosophers' Legacy for America and brings it back to Zero.

1970

Ocelot retrieves the second half of the Philosophers' Legacy. Creation of Cipher by Zero, along with Big Boss, Ocelot and three others, an organization that plans to use the appropriated funds to spread the ideals that they believe The Boss held dear.

1971

Zero initiates the "Les Enfants Terribles" project.

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1974

Peace Walker Incident: Big Boss becomes entangled in a crisis that involves the CIA and the KGB, with Cipher manipulating all parties in the background. It is but a ploy designed by Major Zero to force Big Boss back to the Cipher fold. At the conclusion of the incident, Big Boss commands a large force stationed at Mother Base, and a Metal Gear with nuclear capabilities called ZEKE.

1972

Solid Snake and Liquid Snake are born as part of the "Les Enfants Terribles" project, followed by Solidus Snake. Big Boss permanently leaves Cipher and goes off on his own to build his army of mercenaries, recruiting Kazuhira Miller in the process.

TIMELINE

1995

Outer Heaven Uprising: Big Boss attempts to fulfil his dream of establishing a nation of mercenaries free from all government controls. He is stopped by the intervention of Solid Snake.

1997

Huey Emmerich commits suicide after discovering that his son Hal and his second wife are conducting an affair.

1999

Zanzibar Land Disturbance: Big Boss makes a second attempt to establish his free nation of mercenaries, but is stopped again by Solid Snake. Big Boss's body is retrieved by The Patriots and maintained in a state of perpetual coma for fifteen years.

2007

Tanker Incident: Solid Snake takes photos from the newly developed Metal Gear RAY. Emma Emmerich is recruited by The Patriots to begin work on the GW artificial intelligence system.

2006

Ocelot has Liquid Snake's arm transplanted in place of the one he lost during the Shadow Moses Incident, which he will use as a prop while faking his Liquid Ocelot persona. Solid Snake and Otacon found Philanthropy, an NGO fighting to restrict the proliferation of Metal Gear technology.

2005

Shadow Moses Incident: Solid Snake stops a terrorist unit led by Liquid Snake from launching a nuclear missile with Metal Gear REX. Ocelot has an arm severed during a duel against Snake. Kaz Miller is found dead in his house a few days prior to the incident, presumably killed on Liquid's command — and possibly by Ocelot himself.



## [BI] BIOGRAPHIES

The following biographies are offered to provide further information on characters and organizations that play vital roles during major developments that occur throughout the Metal Gear series, with a natural bias towards those that participate in *Metal Gear Solid V*. To pay absolutely everyone their due would, of course, necessitate an entirely separate volume of this guide, of comparable heft and dimensions. With all respect to the distinct roles played by the likes of Raiden, Meryl Silverburgh and The End, then, we have deliberately abbreviated or omitted entries for individuals who ultimately occupy narrower roles within the grand scheme of the complete Metal Gear narrative to date.

### The Philosophers

The Philosophers was a committee formed in the early 1900s by preeminent figures from the three nations that would dominate the century ahead: the United States, Russia and China. This secret organization amassed and carefully invested a colossal sum of funds, the Philosophers' Legacy, which was originally dedicated to a broad ideal of ensuring world peace. With the death of its founders, however, this noble aim was forgotten as their successors fought to gain sole control of the Legacy's near-inexhaustible riches.

In the aftermath of the Second World War, Yevgeny Borisovitch Volgin, an ambitious and successful colonel in the Soviet army, inherited sole access to the Philosophers' Legacy from his father. He used these funds to personally bankroll a range of (primarily military-focused) projects, including the creation of the Shagohod weapon, which he planned to use to win the Cold War and seize power within the Soviet regime. United States intelligence agencies devised a complex ploy to retrieve the Philosophers' Legacy from Volgin's clutches: the 1964 Snake Eater operation that led to the death of The Boss and the disenchantment (and, in time, effective secession) of Big Boss.

Though the Philosophers' Legacy then technically passed into the possession of the United States, effective control of half of its boundless currency was actually the sole preserve of a secret organization founded in 1970 by a group led by Major Zero, Big Boss and Ocelot: Cipher.

### The Boss

A legendary American secret agent, the foremost soldier of her generation, The Boss was regarded as an exemplary patriot until her shocking defection to the U.S.S.R. in 1964. In actual fact, her apparent betrayal was made at her government's behest, a subterfuge designed to enable her to infiltrate Colonel Volgin's organization. Her objective was to retrieve The Philosophers' Legacy, and to secretly support her designated successor, Naked Snake, in his mission to assassinate Volgin and destroy the Shagohod weapon during Operation Snake Eater.



Having achieved both goals, The Boss made a final sacrifice for her country: to die at the hands of her protégé, accepting death and disgrace in order to conceal the true nature of her involvement (specifically, the transfer of the coveted Philosophers' Legacy to the United States). The example of The Boss, and her final expression of devotion and commitment, inspired a small cabal of those who knew the truth to found Cipher to, at least in part, perpetuate the legacy of her life and teachings.





## Big Boss

An American special agent, real name John (nickname Jack), though almost exclusively known by his military designation of Naked Snake in his early professional career, Big Boss was forced to assassinate his spiritual mother and mentor, The Boss, during Operation Snake Eater in 1964. Though his promotion and new appellation were of little solace in the immediate aftermath, Big Boss ultimately embraced the title as he joined Major Zero and Ocelot (among others) to establish Cipher in 1970 — a secret intelligence organization that would later grow and mutate to become The Patriots.



Though still a firm friend of the organization's leader, Major Zero, during Cipher's early days,

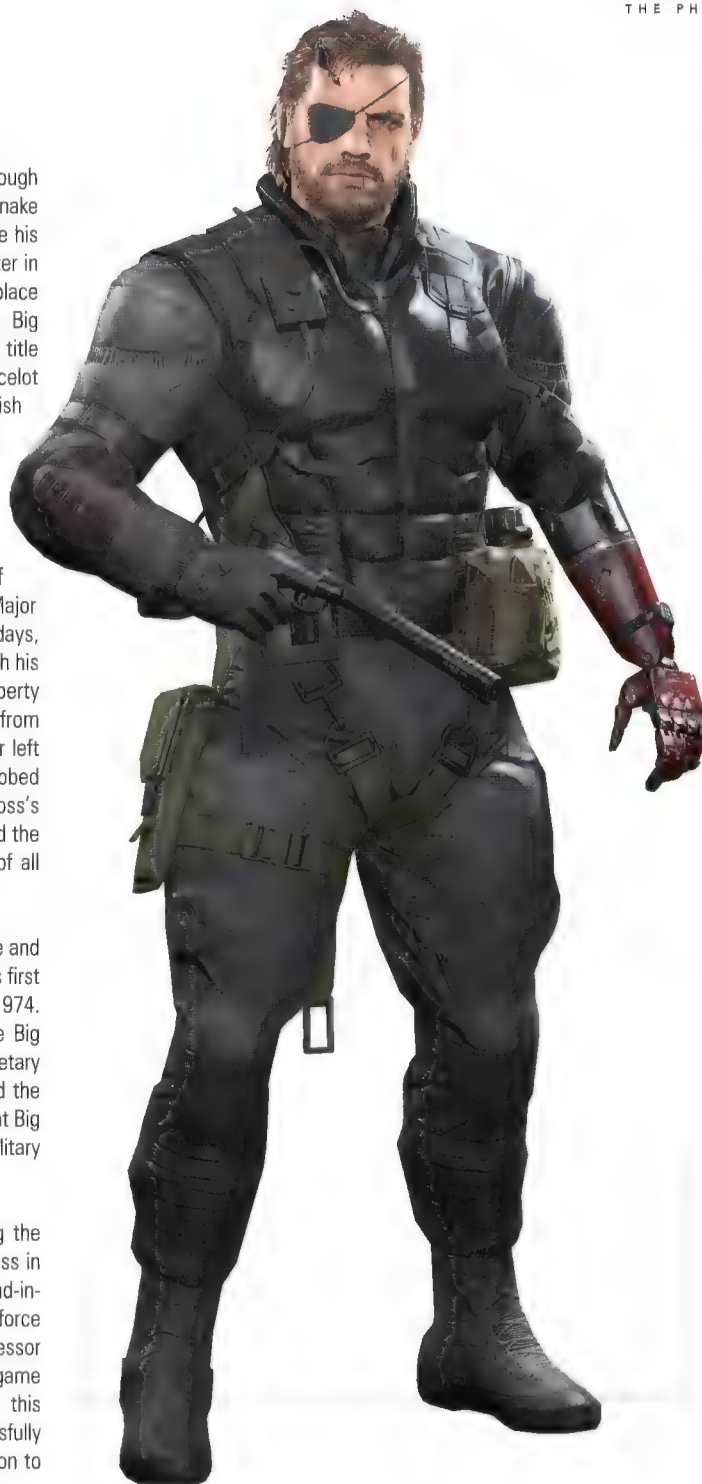
Big Boss's gradual estrangement from Zero and dissatisfaction with his methods — which he regarded as a betrayal of the message of liberty bequeathed to them by The Boss — caused him to distance himself from active involvement in the clandestine agency's activities. He later left entirely after discovering that Zero had commissioned a project dubbed "Les Enfants Terribles" — an initiative that involved the theft of Big Boss's genetic material, used to create three clones that would safeguard the reproductive legacy of a man regarded as the greatest soldier of all time.

After spending a few years on his own gathering a mercenary force and establishing Mother Base on an offshore platform, Big Boss had his first direct confrontation with Zero during the Peace Walker Incident in 1974. Zero used a specially trained triple agent named Paz to infiltrate Big Boss's ranks on Mother Base and steal Metal Gear ZEKE, their proprietary nuclear deterrent designed by Huey Emmerich. Big Boss defeated the Cipher spy, and rejected the offer from Zero that she delivered — that Big Boss rejoin the fold and have his mercenaries become Cipher's military wing — without hesitation.

Skull Face ordered that Big Boss's Mother Base be razed during the Ground Zeroes Incident in 1975, leading to events that left Big Boss in a coma. On awakening in 1984, Big Boss rejoined his former second-in-command Miller to build a new Mother Base with a mercenary force (the Diamond Dogs) that would exceed the strength of the predecessor destroyed by Cipher. With Major Zero presumed to be out of the game completely, the primary antagonist that Big Boss faced during this timeframe is Skull Face. Zero's traitorous former XO had successfully manipulated and exploited aspects of the global Cipher organization to prepare a grand, world-changing plan.

Big Boss ostensibly makes a remarkable physical recovery (scars, lost body parts and disfigurements notwithstanding) in the aftermath of his long-term coma, but his mental state is less assured. Though his personality and incomparable military expertise are seemingly unchanged, he regularly experiences visual disturbances and distortions, and even participates in outright hallucinations (such as the instances where he believes Paz to be alive and on Mother Base).

Ultimately, Big Boss aspired all along to create a "warrior's utopia", a nation of mercenaries free from governmental influence, whose sole purpose would be to develop their military strength without restriction. This is what he attempted to do by establishing the governments of Outer Heaven in 1995 and Zanzibar Land in 1999. His goal was to remain free from the control of the rapidly encroaching influence of Zero's



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artificial intelligence system: The Patriots. In both instances the Patriots send his clone "son", Solid Snake, to foil his plans. Gravely wounded after their second clash in Zanzibar Land, the body of Big Boss was retrieved by The Patriots and maintained in a perpetual artificial coma.

Raiden, with the assistance of other protagonists, was eventually able to reclaim Big Boss's body. Reconstructed with organs and limbs harvested from the carefully maintained corpses of Liquid and Solidus, Big Boss was restored to life in 2014. Finally comprehending the true sense of his former mentor's legacy, he took the opportunity to pass this message on to his son, Solid Snake. The two share a poignant connection, more as two soldiers than as father and son, before Big Boss chooses to die on the grave of the woman he had worshipped throughout his adult life.



## Note

*At the request of Konami, we cannot conclusively reveal the exact truth about Ishmael's identity here. This final thread of the full Metal Gear Solid V narrative is actually revealed in a special post-story "secret" mission, and acts as a reward for truly dedicated players. Instead, this section examines available evidence acquired prior to the secret mission.*

When Big Boss awakes from his nine-year coma, he is assisted (indeed, saved) by a mysterious man called Ishmael – the occupant of the other bed in the two-person ward. Ishmael has bandages on his face, so we can never tell for sure who he is, but his voice is eerily, immediately familiar. When Big Boss asks who he is, Ishmael enigmatically replies:

*"Who am I? You're talking to yourself. Been watching over you for nine years, and... call me Ishmael."*

Towards the end of the prologue, where Big Boss escapes from the hospital in Cyprus, Ishmael disappears after the ambulance they are riding in crashes. Big Boss leaves the vehicle and is soon rescued by Ocelot – but Ishmael is nowhere to be found.

The most obvious explanation would be that Ishmael does not exist. A mere figment of Big Boss's imagination, Ishmael is a device conjured up by a mind struggling to cope with both rediscovered consciousness and the desperate need to escape the chaos at the hospital. In a sense, Ishmael could be his survival instinct in corporeal form. This idea is backed up by a variety of factors: the way that Ishmael vanishes like a ghost; the fact that the hospital staff never seem to address or acknowledge Ishmael's presence next to Big Boss in the opening scenes; his assertion that Big Boss is talking to himself when asked who he is; and the most salient detail, that he appears to have the exact same voice as Big Boss. All of these clues combine to suggest that Ishmael might be a hallucination that Big Boss uses to inspire his incredible escape, against all odds.

Were it that simple! There are many moments in the prologue that make it clear that Ishmael is undoubtedly real. Quiet, when she arrives to assassinate Big Boss in the hospital, has a short radio conversation where she acknowledges Ishmael's existence: **"Not yet. The patient in the next bed saw my face"**, she says. If she can see a patient next to Big Boss, it means there actually is one – and everything about the defeat of this assassin suggests a second party. Secondly, during the ambulance escape, Big Boss is clearly seated in the passenger seat on the left, with Ishmael driving on the right-hand side – which makes perfect sense only if Ishmael is a real person, as right-hand drive vehicles are the norm in Cyprus, just as in Great Britain. Hallucinations might be a useful source of gestures, advice and motivation, but they certainly can't accelerate, steer and shift gears at high speed – and the same could be said of anyone riding shotgun with an imaginary friend at the wheel. Finally, when Big Boss later asks Ocelot about the identity of the man who helped him escape from Cyprus, Ocelot pointedly ignores the question – something that will raise alarm bells for all players familiar with the ways and wiles of that particular character.

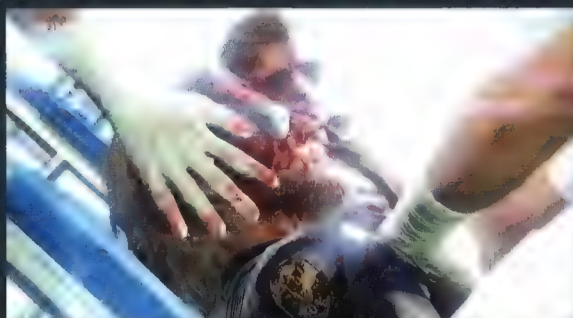
If Ishmael really exists, the question is: who is he? Though it is impossible to solve this enigma with absolute certainty until a secret mission is unlocked by fulfilling very specific late-game requirements at the end of *Metal Gear Solid V*, huge clues can actually be found in the closing cutscenes of the *Ground Zeroes* episode and – in extended form – in the *Phantom Pain* reveal trailer released in 2013.

- The first key clue is that the on-board medic who removes the first bomb implanted in Paz's body has a very similar (practically identical) voice as Big Boss. He only speaks a few words during these scenes, but the evidence is irrefutable: his voice is at least a close match.
- A second clue can be seen when this medic deliberately sacrifices himself and shields Big Boss from the detonation of the second explosive that was implanted in Paz's body. His behavior is not surprising given that he must be one of Big Boss's most trusted men, which you can easily surmise from his presence on a critical operation. As a consequence, you would expect the medic – and not Big Boss – to have suffered the brunt of the shrapnel impacts. The man that takes center-stage in the *The Phantom Pain* – Ahab – clearly has a huge and unmistakable piece of shrapnel protruding from his skull, an object that apparently cannot be removed without causing irreparable brain damage. Which leads us to...





■ A third and decisive clue is revealed during the scene that follows the crash of Big Boss's chopper, set in a nearby medical facility. In this, Miller is badly wounded but conscious. Big Boss, on the other hand, still in his outfit from Operation Ground Zeroes, is on the brink of death. The huge, nuclear-grade reveal that is made in this cutscene lasts for no more than a couple of seconds, which is why so many fans will have missed it. Big Boss's face is briefly seen, and it most definitely does **not** feature a piece of shrapnel evocative of a horn on the right-hand side of his head.



■ A final clue comes from Miller in that very cutscene, seconds after Big Boss's face is shown. Miller asks the doctors: **"How is he doing?"** to which the doctors reply that Big Boss is stabilized but in a coma. And at this point, Miller adds: **"What about him?"** clearly talking about a third patient in the room, just off-camera in the foreground. Who else could that man be, other than the on-board medic who sacrificed himself to protect Big Boss – the medic whose body must be riddled with shrapnel from his position at the open side door after the explosion and during the moment of impact?

For long-serving series fans, the fact that Ishmael's corner of the room is decorated with a distinctive flower with white petals – the Star-of-Bethlehem, inextricably associated with The Boss – will be seen as a smoking gun. The single vase positioned close to Ahab's bed is moved there by a nurse: itself a potential clue.

There are more hints scattered in the **Phantom Pain** main storyline for those who pay close attention. For instance, when Emmerich sees Big Boss for the first time, in the hangar where he is rescued, he looks closely at his face and appears dubious that he really is Big Boss, as if something about him doesn't quite add up. Something similar appears to occur when Ahab retrieves Volgin's body in Chapter 2: a moment of recognition that seemingly quells the flames of the Man on Fire. Most tellingly of all, when Ahab first encounters the "phantom" Paz at Mother Base, there are clearly **two** versions of Big Boss on board the helicopter during his hallucination.

Another example is found during the scene where Ocelot interrogates Eli – someone who we can safely assume to be Liquid Snake, one of the three clones created in the "Les Enfants Terribles" project – after the latter facilitates the escape of child soldiers from Mother Base. When Eli asks where Big Boss is, Ocelot replies: **"I told you, your father's not here"**, even though Ahab is watching the scene on the other side of a one-way mirror. Perhaps even more tellingly, a genetic test performed on Ahab leads to negative results. It is implausible that such a test would fail to establish a connection between Eli and Big Boss since they are clones – yet another hint at Ahab's true identity.

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## Major Zero

As the main story recap extensively documents the most important events of Major Zero's known life in the Metal Gear canon, there is little need to repeat his long and complicated history here.

Of the ever-present trinity of Zero, Big Boss and Ocelot, Zero is singular in that his influence, be it either indirect or originating from him in person, extends to practically every strand of the overarching tale. Following the events of Operation Snake Eater, it is interesting to sit back and consider how the ideological differences that drive a wedge between Major Zero and Big Boss serve to shape the world over the decades that follow. Both misinterpret the teachings of The Boss, but adopt entirely opposing extremes. Where Zero sought to achieve his aims through overt manipulation, the imposing of limits, and, ultimately, direct control, Big Boss instead developed an obsession with a libertarian dream, which manifested itself in his later attempts to create a significant military power free of government oversight.

With a profound irony, core aspects of their philosophies effectively converge in the 2000s (the Patriot A.I. adoption of the so-called "war economy" and proliferation of PMCs, married with discrete, centralized micromanagement) while both men lie dormant, oblivious to a future they helped to shape.

Those unfamiliar with the full backstory could make the mistake of regarding the rarely seen or heard Zero as a mechanism devised to supply windmills for the knights of Metal Gear to tilt at, or that he is some kind of alpha MacGuffin. Those who dig a little deeper, however, will find hidden dimensions to this complex modern-day tyrant. This is particularly true in *The Phantom Pain*, where his direct interactions are used sparingly but prove illuminating, and cast him in a more sympathetic light.

Though calculated and unflinching in his methods, it's hard to escape the sense that Zero's compulsion to manage, to manipulate, to *meddle*, leaves him utterly alone. Having set himself upon this path, though, Zero does what he does, because he must. He is isolated from the two men he regards as his only true friends and peers (Big Boss and Ocelot) by irreversible differences, and from The Boss by the mortal veil.

For a man defined by his drive to control the future, it could be seen as telling that a keepsake from his past (a pin of great sentimental value), is the weapon that proves his undoing when Skull Face infects Zero with the parasite designed to rob him of his mind.

Though he himself would "die" as a distinct individual during the late 1970s (or so we presume), and as a body after Big Boss's tokenistic gesture of disabling his life support in 2014, Zero's phantom — The Patriots, and the Byzantine infrastructure that he created during his life — lived on long after he lost the ability to orchestrate affairs himself.

## Cipher & The Patriots

A clandestine organization founded in 1970 by Major Zero, Big Boss, Ocelot, and three other protagonists, Cipher can be regarded as the direct successor of The Philosophers. The committee members (led by Zero) originally intended to act on the teachings of The Boss, who had given her life to serve her country's interests. However, an initial desire to protect the United States soon turned into an attempt to impose its social, political and economic mores on other nations; a belief that standardization, a global uniformity of culture emulating the American model, was the means by which the organization might unify the world.

Bankrolled by the practically inexhaustible funds of The Philosophers' Legacy, Cipher increased its influence in world affairs by varied means, encompassing methods as varied as investments, lobbying, espionage and corruption. In time, entire governments and corporations would effectively (and often unwittingly) fulfill the organization's every bidding. The role of Big Boss, elevated to the status of a global hero through media manipulation, was to help shape the opinions of the social elite and common citizens alike.

Noting Big Boss's growing disenchantment with Cipher as a concept, however, Zero initiated the "Les Enfants Terribles" project to create clones of his valuable but volatile ally as an insurance policy, which later led to the births of Solid Snake, Liquid Snake and Solidus Snake. His discovery of this betrayal led Big Boss to finally leave Cipher in pursuit of very different ideals. This marked the beginning of a conflict that would span decades.



Operating with complete authority over the organization by 1972, Zero deployed Cipher's resources and reach in an attempt to force Big Boss to rejoin him in 1974. The provision of Mother Base, the commission to fight in a Central American proxy war, Paz, Peace Walker: all of these elements were part of a grand stratagem to have Big Boss create an army, then compel him to put it (and himself) at Cipher's disposal. His refusal led to a brutal rebuke in the form of the destruction of Mother Base and the dissolution or deaths of his troops during the 1975 Ground Zeroes episode.

Before losing all cognitive functions after being infected with Skull Face's parasites in 1976, Zero indirectly commissioned top specialists (including Dr. Strangelove) to develop an A.I. program of unprecedented complexity in the late 1970s. His idea was to create a software system designed to filter and control information, ultimately managing society as a whole through selective censorship and, in his image, imperceptible tugs and pulls on the reins that would steer world affairs. In short, Zero found a way to maintain his influence with the advent of the digital age by having an autonomous A.I. program carry on in his stead: The Patriots.

Over the years, The Patriots A.I. evolved beyond its original parameters, eventually creating the Sons of the Patriots System, and the "war economy" that accompanied it. Lacking any true comprehension or



appreciation of society or its constituent members beyond a superficial mathematical level, perceiving human culture as an equation to be solved, The Patriots A.I. began to implement a new world order. Conflict was encouraged as the principle mechanism for economic prosperity simply because it worked – a practical yet callous conclusion. The planned extension of the SOP System to the general population would have been made to improve the efficiency of society, not as an expression of cruelty or dominance. The Patriots system, in its post-Zero incarnation, was not inherently evil; merely inhuman. It was not motivated by nationalist sentiment, religious ideology, nor a thirst for

profit or revenge, but a simple digital desire for practical functionality, for variables operating within simple, predictable, malleable routines.

Ultimately, though, this A.I. system was prone to colossal errors of judgment, with a tendency to repeat the same routines or mistakes. It was this fallibility that Ocelot ultimately exploited. Focusing their attention on him, the A.I. failed to notice that their weapon of choice (Solid Snake), the sharp blade wielded so successfully against previous challenges to the supremacy of The Patriots, had been slowly, imperceptibly rotated to face the organization's beating heart.

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## Ocelot

The son of The Boss, Ocelot was an integral part of the conspiracy that returned The Philosophers' Legacy to the United States in the aftermath of Operation Snake Eater in 1964. A founding member of Cipher in 1970, he eventually became disillusioned with the organization's gradual



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drift away from its original ideals, particularly after the departure of Big Boss in 1972. Though still intermittently acting as a Cipher, and later Patriots, agent, he eventually dedicated his life to their destruction.

During the Shadow Moses Incident in 2005, Ocelot used Liquid to retrieve test data from Metal Gear REX in order to deliver it to Solidus (the third Big Boss clone, and then United States president) while still technically serving the interests of The Patriots, but in fact manipulating all parties involved. Losing his right arm during a confrontation with Snake, he replaced it later with the equivalent limb from the body of the late Liquid.

During the Big Shell Incident in 2009, Ocelot again concealed his true intentions from his enemies, allies and Patriot masters alike through a series of audacious deceptions. His principle innovation was to periodically assume the identity of Liquid, as if somehow possessed by the dead clone's arm. The Patriots, though alarmed by such behavior, at no point doubted his integrity when he returned to his Ocelot persona – a glitch that he had anticipated.

Eventually adopting the full-time persona of "Liquid Ocelot", thus severing his ties with The Patriots, Ocelot feigned a desire to create a world of lawless freedom (much like Big Boss before him) as a foil to hide his true objective: the end of the digital tyranny that Zero created. As he knew that the systems established by The Patriots were unassailable by means of a direct assault, he endeavored to destroy them with the one person they would least suspect: Solid Snake, their own agent. His behavior in *Metal Gear Solid 4*, then, was a devious, elaborate ploy to drive Snake towards an eventual goal of disabling the Patriots' A.I. network with a computer virus.

Having achieved his aims, he engaged Snake in brutal hand-to-hand combat, perhaps relishing one last opportunity to test his prowess against the progeny of his great friend and idol, Big Boss – but more importantly choosing death and, you sense, peace as his reward for ushering in a new era.





## Dr. Strangelove

Showing extraordinary talent as a child in the fields of logic and mathematics, Strangelove was recruited by NASA to be part of the first human U.S. spaceflight program: Project Mercury. This is how she met the two people who would profoundly affect her life (and, in time, its tragic brevity): The Boss (a potential pilot for the program) and Huey Emmerich (a fellow scientist).

Falling in love with The Boss in an entirely one-sided relationship, Strangelove never accepted the idea that her idol might have betrayed her country. She directed her jealousy and anger towards Big Boss, the man who had murdered her heroine, and whom she suspected The Boss had been secretly in love with.

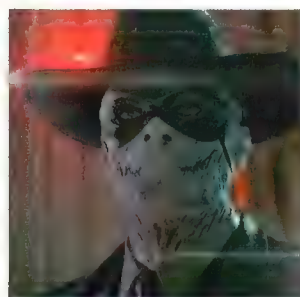
Assigned to the Peace Walker project in 1974, she regarded the A.I. she was tasked to develop as an opportunity to clear The Boss's name, if only for herself. Driven by this secret obsession, she programmed it to be a sophisticated recreation of The Boss's personality. When the A.I. was ordered to launch a nuclear strike, software routines driving the simulation of The Boss's character and morality took control of the Metal Gear, scuttling it in Lake Nicaragua and preventing world destruction. Strangelove interpreted this behavior as evidence that The Boss could never have betrayed her country during Operation Snake Eater.

Strangelove subsequently joined Mother Base in 1974, after coming to regard Big Boss as not a villain, but the spiritual successor to The Boss. This led her to work alongside Huey Emmerich for a second time, both of them collaborating to construct Metal Gear ZEKE. When her specialist contribution was complete, Strangelove departed Mother Base prior to its destruction.

Due to her world-leading expertise in her field, Strangelove was later recruited by DARPA (an agency secretly under Cipher control) to program the advanced A.I. system that would carry on Zero's will: The Patriots.

Strangelove and Huey Emmerich were reunited for a third and fateful time to work on Skull Face's Sahelanthropus project. The pair eventually entered a relationship that led to the birth of a son in 1980: Hal "Otacon" Emmerich.

## Skull Face



The primary antagonist in *Ground Zeroes* and *The Phantom Pain*, Skull Face was born in Hungary, where his parents worked in a weapons manufacturing site disguised as a factory. This building was bombed, leading him to sustain severe injuries after being trampled by a panicked mob seeking to escape the destruction.

Left in a critical condition with wounds so severe that they could not be treated, he survived thanks to innovative parasite therapy – though he was left with horrendous deformities and damage to his nervous system that prevented him from feeling pain.

Secretly recruited by Major Zero in the 1960s, Skull Face was appointed as Executive Officer of the secret XOF unit and tasked to watch over Big Boss, working tirelessly to ensure that his important missions (including Operation Snake Eater in 1964) would be a success. Having been the underling of Major Zero and the shadow of Big Boss for so many years, always assigned to uncelebrated tasks, Skull Face gradually developed a deep hatred towards both of them, but Zero in particular.



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When she realized that Huey planned to use their young son as a guinea pig to test Sahelanthropus's ability to be manned by a person sitting in its tiny cockpit, Strangelove refused outright. Emmerich cowardly responded by letting her suffocate when she accidentally locked herself inside the Mammal Pod – leaving no one to interfere with his obsession.

Using his position at the head of the XOF unit, Skull Face ordered the annihilation of Mother Base during the Ground Zeroes episode in 1975, and attempted to murder Big Boss with bombs planted in Paz's body. By torturing Paz, he had learned the whereabouts of Zero, and subsequently infected his employer with a parasite strain developed by Code Talker.

Contaminated by assorted strains of the vocal cord parasite, Skull Face looked for ways to cure the infection, but with no success. In fact, Code Talker simply chose not to reveal the Wolbachia treatment, and instead hinted at an untested method based on radiation.

When Skull Face learned that Zero, prior to the terminal stage of his inevitable decline, had successfully ordered the creation of an advanced autonomous artificial intelligence that would secretly govern in his stead, he devised a grand plan to permanently rid the world of Zero's influence forever by eliminating the English language, and to plunge the world into chaos by facilitating the proliferation of his Walker Gear nuclear weapons platform.

On the brink of triumph, Skull Face only failed because the chance presence of Eli in a helicopter above sent The Third Child into a frenzy; in the Sahelanthropus rampage that followed, Skull Face was mortally wounded by falling debris. Huey Emmerich stepped forward to end his life moments after Big Boss and Miller chose to leave him to suffer.





METAL GEAR ZEKE

ARSENAL GEAR

METAL GEAR RAY

METAL GEAR REX



## Metal Gear

A bipedal tank first conceived by a Russian scientist, it was overshadowed by Sokolov's "Shagohod", encountered during 1964 Operation Snake Eater. In the following years, Huey Emmerich, inspired by the designs of the Russian scientist, built several models of Metal Gear, from Peace Walker to ZEKE. All Metal Gears were walking robots, many mounted with nuclear warheads. Emmerich's objective was to create the ultimate deterrent to prevent the superpowers from annihilating each other during the Cold War.

Decades later, Otacon, Huey Emmerich's son, created an advanced iteration of the original concept, Metal Gear REX, once again armed with the capacity to fire nuclear warheads. This design was later upgraded to create an amphibious model, Metal Gear RAY. The Metal Gear technology reached its zenith with the advent of Arsenal Gear, a vastly expanded interpretation of the design brief that was, in essence, a mobile fortress. Liquid Ocelot's Outer Haven vessel was a modified version of an Arsenal Gear stolen from The Patriots.

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SAHELANTHROPUS

PEACE WALKER

SHAGOHOD





## Volgin

A colonel in the Soviet army, Volgin inherited the Philosophers' Legacy from his father and used the funds to conduct clandestine military research and development. After the remarkable coup of securing The



Boss's loyalty, he deployed one of the two portable nuclear warheads supplied by the American agent as a gesture of goodwill and sincerity, which sparked an international incident. Volgin then set his sights on overthrowing his government and winning the Cold War for the Soviet Union.

The U.S. response was to launch Operation Snake Eater in 1964. The top agent who was sent on their behalf, Naked Snake (later known as Big Boss), successfully eliminated Volgin with the assistance of double agents embedded in the colonel's organization – most notably The Boss and a young Ocelot. Presumed dead, Volgin was relieved of his possession of the Philosophers' Legacy. From here, he disappeared from recorded history until the early eighties.

Dormant but not clinically dead, Volgin's body was retrieved by Soviet scientists, who kept his vital functions running in order to study his body. A chance meeting with The Third Child not long prior to the events of *The Phantom Pain* led to the birth of the Man on Fire, a terrifying conjunction of the eerie powers of Volgin and the boy, fueled by the former's lust for vengeance.

Volgin fails in his attempts to kill Big Boss during their encounters, and was abandoned without hesitation when The Third Child sensed the more potentially poisonous cocktail of negativity known as Eli. Seemingly helpless without psychokinetic assistance, the dormant Volgin was then crushed by the platform carrying Sahelanthropus. His corpse was later retrieved by Big Boss and taken back to Mother Base.

## Tretij Rebenok, The Third Child

A boy with astonishing psychokinetic powers, The Third Child endured a traumatic upbringing due to his apparently supernatural abilities. By the time he entered his adolescence just prior to the events of *The Phantom Pain*, he had learned how to feed upon the negative emotions of others in order to fuel his psychokinetic capacity. The boy's power reached new heights when he forged symbiotic relationships with Volgin, and, later, Skull Face. The combination of Volgin's bizarre carcass and endless hatred for Big Boss, with The Third Child's lust for rancor and fantastical prowess, gave birth to the monster that is referred to as the Man on Fire during *The Phantom Pain*.

The profoundly abhorrent aspirations of Skull Face enabled him to control not only The Third Child, but also Volgin. We later discover (via a cassette briefing made by Ocelot) that The Third Child as a boy was primarily a facilitator, largely devoid of ego and identity, who deferred to the desires of the greatest source of negativity within a specific radius. Skull Face saw merit to the relationship between The

Third Child and Volgin, and sought to exploit their combined power. In the confrontation in Africa at "The Devil's House", therefore, it was Skull Face willing The Third Child to use Volgin to kill Big Boss.

The Third Child was the key to making the prototype Sahelanthropus operational (which explains Huey Emmerich's confusion), and appeared to be an ally who would expedite Skull Face's ambitions. However, the boy abandoned Skull Face and Volgin when he

encountered a being suffused with a more potent strain of hatred: Eli. The unsuspected influence and assistance of The Third Child later enabled the child soldier to confound Big Boss with the inexplicable theft of Sahelanthropus.

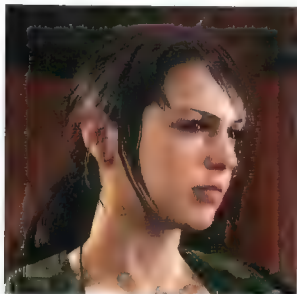
Based on his age, the nature of his powers, and his bond with Eli (the future Liquid Snake), it could be speculated that The Third Child might be none other than Psycho Mantis – an antagonist in the Shadow Moses Incident many years later, who ultimately met his match in a showdown with a soldier who possessed unparalleled command of his controller ports, and no fear of sudden directional inversions: Solid Snake.





## Quiet

Sent by Skull Face to kill Big Boss, Quiet failed due to the intervention of Ishmael. Gravely wounded, her life was saved – and her capabilities as a warrior greatly augmented – by parasite therapy. Though Big Boss doesn't realize until much later in the story, Quiet is also a carrier of the English language strain of the vocal cord parasite, a fact that explains her reticence to communicate directly.



When Quiet was ordered to make a second attempt to assassinate Big Boss, he triumphed in their duel. Curious about Quiet as a soldier, Big Boss took her back to Mother

Base as a prisoner. This gave her the perfect opportunity to speak with murderous consequences... and yet she chose not to. After observing her, and recognizing Quiet's value as a powerful, and, moreover, trustworthy, ally (much to the surprise and alarm of Miller), Big Boss made the decision to integrate her into the Diamond Dogs family. A strong mutual respect would subsequently grow between Quiet and Big Boss during her time on Mother Base.

After choosing to leave Diamond Dogs, Quiet was captured by Soviet troops in Afghanistan. Big Boss successfully rescued her, but, in a perverse twist of fate, sustained a potentially fatal venomous snake bite during their escape. To ensure the survival of the legendary soldier, Quiet had to communicate to arrange immediate rescue – but the helicopter pilot did not speak a word of the only language she knew to be free of the parasite, Navajo. In a snap decision, and with time of the utmost essence, she explained the situation in English.

Having activated the vocal cord parasites, sacrificing her life to save Big Boss, Quiet then calmly walked out into the desert to die alone.

## Paz Ortega Andrade

Orphaned at a very young age, Paz – AKA Pacifica Ocean – was adopted and raised by a Cipher-run agency that provided specialist training in espionage, leading her to feel that she owed her life to Major Zero. An exceptional candidate chosen for her versatility, she became a triple agent (also working with CIA and KGB handlers as circumstances dictated) commissioned by the Cipher commander himself to infiltrate Big Boss's mercenary group.



Unusually, perhaps due to the delicate and specific nature of her task, Zero chose to relate Paz's specific orders to her in person at one of his safe houses, rather than his customary exclusive use of

proxies – a decision that would ultimately lead to dreadful consequences for both of them.

After adopting the identity of a Costa Rican student pursuing an ideal of peace in her war-torn nation, she expertly manipulated Big Boss during the Peace Walker Incident of 1974, and ultimately secured an invitation to join him on Mother Base. After stealing Metal Gear ZEKE and attempting to

## Code Talker

Code Talker was the Navajo scientist behind the various weaponized parasite strains encountered during the Phantom Pain episode. In actual fact, however, his research had begun long before that,



as far back as Operation Snake Eater in 1964. During that legendary mission, all of The Boss's adoptive henchmen demonstrated apparently supernatural abilities – which they actually owed to an earlier form of parasite therapy. After Big Boss defeated them, Code Talker retrieved their bodies for the CIA. Following Zero's orders, Code Talker studied

and replicated the parasites, successfully recreating, and personally adopting, the ability to photosynthesize in the process.

Later abducted and forced to work for Skull Face, Code Talker created the parasite used to infect Zero. He also engineered the parasites with which Skull Face restored Quiet to full health – and beyond – after her botched first attempt to kill Big Boss. A related process imbued the fearsome Skulls with their uncanny strength and powers.

Code Talker's main assignment, though, was to work on Skull Face's grand project: developing contagious vocal cord parasite strains that could target specific languages. The variety that targeted the Kikongo language caused the first outbreak on Mother Base, but it was a strain targeting the English tongue that Skull Face planned to deploy in order to end Zero's influence on world affairs.

Code Talker was rescued by Big Boss and extracted to Mother Base, where he provided valuable insight into his life's work and the intentions of his former captor. At this point, he made a gesture that he purposely refrained from extending to Skull Face: he provided the Wolbachia parasite cure to the Diamond Dogs. This treatment was not without its side effects, however: it rendered all subjects infertile, making it a last throw of the dice in life-or-death scenarios.

convince Big Boss to join Zero and lead the military arm of Cipher, she had to fight the legendary warrior. Defeated, she was presumed dead in the aftermath – but, tragically, a fate worse than that awaited her. Rescued by a fisherman, but then snatched by Skull Face's XOF troops, she was subjected to abhorrent tortures before revealing the sensitive details of her meeting with Major Zero.

Knowing that Paz (and young Chico) were the bait to lure Big Boss away from Mother Base for the duration of the imminent surprise attack, Skull Face had two bombs surgically implanted inside her body. This was his plan to kill Big Boss – and it so very nearly succeeded. Though the first bomb was detected and removed, it was only the fortuitous accident of Paz regaining consciousness just in time that saved the lives of Big Boss and Miller. Though she selflessly threw herself from the chopper, the detonation of the explosive that killed her instantly caused the crash that robbed Big Boss of so many years of his life.



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BIOGRAPHIES





## Eli

An aggressive, apparently fearless and strangely charismatic 12-year-old boy leading an organized band of child soldiers in Africa, Eli was captured by Big Boss during the Phantom Pain episode, and taken back to Mother Base. The problem was, Eli did not want to be saved from his life of violence. Remarkably strong and determined, he rejected all invitations to integrate with the Diamond Dogs, made attempts to escape, and even instigated a potentially deadly uprising at the end of his turbulent time on Mother Base. In their many confrontations, it was the intervention of Big Boss that foiled the child soldier's plans – thereby deepening the enmity he felt for the legendary warrior.

Eli's desire to stand on his own two feet and to get the better of Big Boss seemed unwavering. Taking into account obvious clues such as Eli's age and appearance, Big Boss and Miller suspected that he might be a clone from the "Les Enfants Terribles" project. A DNA test supervised by Ocelot, however, seemed to prove that Eli was not Big Boss's "offspring".



At any rate, Eli was convinced that Big Boss was his father... and clearly despised him for it. Though we cannot say for sure, and with Ocelot being, well, Ocelot, it is the connection that the boy forges with The Third Child, then, that powerfully suggests that he is none other than a young Liquid Snake. During the

escape scene where Eli stole Sahelanthropus and left Mother Base, it is of course The Third Child who controlled the Metal Gear. Where their paths went from there in the overall story, we cannot say – but it's not unreasonable to speculate that they might ultimately have led to Shadow Moses, with the two children having grown into Liquid Snake and Psycho Mantis.

## Liquid Snake

Liquid is one of the three clones of Big Boss, created upon Major Zero's request as part of the "Les Enfants Terribles" project. On discovering the truth of his heritage, Liquid developed a pathological obsession with surpassing his father, and an irrational hatred of Solid Snake, whom he (wrongly) believed was a genetically superior version of their common father.



Manipulated and steered on this fatal course by other parties (particularly Solidus Snake and Ocelot) prior to and during the Shadow Moses Incident, Liquid

was killed by Solid Snake at its conclusion.

A wide assortment of clues in *Metal Gear Solid V: The Phantom Pain* clearly indicate that Liquid is none other than Eli in his adult years.

## Solid Snake

Of the three products of the 1972 "Les Enfants Terribles" project, Snake was deemed to be the inferior specimen when compared to his more robust so-called twin, Liquid, and the "pure" clone Solidus. An adulterated copy of his father, Big Boss, he was designed to be sterile and possess a limited life expectancy.



Solid Snake served as an agent of The Patriots throughout his life (up until the conclusion of *Metal Gear Solid 4*) without realizing it. After defeating Big Boss in Outer Heaven (1995) and Zanzibar Land (1999), Snake decided to take an early retirement. Instead, he was called into service once again to eliminate his twin, Liquid, during the 2005 Shadow Moses Incident (meeting Otacon in the process, a close friend for the rest of his life).



After choosing not to work for his government (yet never moving far beyond the indefatigable gaze of The Patriots), Snake

co-founded with Otacon an independent organization (Philanthropy) dedicated to preventing the proliferation of Metal Gear technology. This led to his presence on the tanker where Ocelot – and, in his first appearance, Liquid Ocelot – stole Metal Gear RAY in 2007. Two years later, he assisted Raiden in his successful attempt to thwart Solidus aboard the Big Shell.

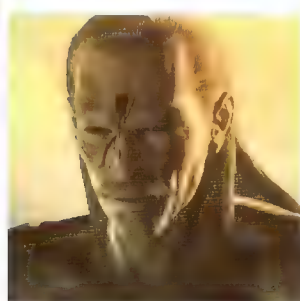
Afflicted by the ravages of premature decrepitude programmed into his genes, Snake was called back into action for the events of *Metal Gear Solid 4* in 2014. As in all prior instances, Snake was again unknowingly acting as a tool of the Patriots – though, with Ocelot's oblique assistance, he this time became the weapon responsible for the organization's absolute destruction. After the deaths of Ocelot and Big Boss, Snake resumed his retirement with Otacon, not knowing how long he had left to live.





EXTRAS

## Liquid Ocelot



Ocelot used his fake Liquid Ocelot persona to disguise his true intentions from The Patriots.

The quite flawless arm appropriated from the deceased Liquid Snake was, its original owner would have been horrified to learn, no more than a convenient prop.

## Solidus

Third product of the "Les Enfants Terribles" project, Solidus was the only identical clone of Big Boss. President of the United States under the name George Sears, he took advantage of his position to obtain test data from Metal Gear REX in the 2005 Shadow Moses Incident. Having seemingly aroused the ire of his masters, The Patriots, he escaped into anonymity before organizing the assault on Big Shell in 2009. As with Big Boss and Liquid before him, he wished to create a free state beyond the influence and oversight of the organization but, like his forebears, he failed.

In actual fact, The Patriots had orchestrated his rebellion from the very beginning, using it as an integral part of their "Solid Snake Simulation" (S3) research plan. The whole Big Shell crisis, it transpired, was nothing more than a live-action recreation of key moments from the Shadow Moses Incident designed to improve their technology, with Raiden the Patriot guinea-pig scripted to slay him. The body of Solidus would be later used by Liquid Ocelot to take control of the SOP System during the endgame of his crusade to destroy The Patriots.



## Hal "Otacon" Emmerich

A gifted scientist, son of Huey Emmerich and Dr. Strangelove, Hal was long haunted by his complicity in the death of his father (his affair with his stepmother was the catalyst for Huey's suicide).



A genius researcher and a fan of Japanese anime, Otacon plied his trade for assorted U.S. agencies in his early career before The Patriots hired him to work on Metal Gear REX in 2005. Snake's intervention at Shadow Moses helped Otacon to learn that he had been exploited; from that day, he dedicated his life to the goal of securing world peace and the abolition of nuclear weapons. He assisted Snake in his subsequent missions – first at Big Shell, then again during the fight against Liquid Ocelot in 2014.

## Emma Emmerich

Otacon's step-sister, Emma held a grudge against her brother for his inability to prevent the accidental drowning of their common father, Huey, but was oblivious to the fact that Otacon was conducting an illicit affair with her mother at the time – and that her father's death was actually suicide.



Emma developed the A.I. at the heart of Arsenal Gear in 2009, but later created the "worm" code that disabled it. She did not live long enough to witness its effects. Her life over, Emma's genius nonetheless lived on to make a telling contribution to history several years later: her program became the basis for the virus created to destroy The Patriots.

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If you are looking for specific information, this alphabetical listing is just what you need.

To avoid potential spoilers, note that critical entries are written in red.

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## HIGH FIVE

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**It's a rare thing to work with a team that's so passionate about what they do. It has been a real honor and pleasure to work with you guys!**

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